Jan Van Hassel

Principal Game Designer
janvanhassel.com

Personal

Nationality: *Belgian*
D.O.B: *28/07/1992*
contact@janvanhassel.com

Interests

General:
Architecture
Traveling
History

Sports:
Indoor football
Badminton
Snowboarding
Airsoft

Games:
Arma franchise
Baldur's Gate
Baldur's Gate 3
CS:GO
Divinity Original Sin 2
The Division
Dirt franchise
Guild Wars 1 & 2
Magic The Gathering
Steep
Tabletop
Simulators

Reading:
Fantasy/Thrillers
Team dev/Leadership

Work experience

OISOI
Project: **Broom School**
Role: Principal Designer/Project Lead

UBISOFT BERLIN
Project: **Anno 117 – Pax Romana**
Role: Narrative/Mission Designer

Project: **Assassin's Creed: Nexus**
Role: Level/Mission Designer

Project: **Far Cry 6**
Role: Level/World Designer

BOHEMIA INTERACTIVE A.S.
Project: **ARGO**
Role: Level/World Designer

Project: **Arma III Malden 2035**
Role: World Designer

Project: **Vigor**
Role: Level / Game Designer

Project: **Arma III Contact**
Role: World Designer

Education

High School—Sint Godelieve Instituut
Lennik General Sciences and Maths

Art School—KunstAcademieOetingen
Illustration and Visual Arts

College—HowestKortrijk
Digital Arts & Entertainment
Specialisation: Game Graphics Major

Skills

Main Skills:
Level/world design
Mission/game design
Visual scripting
Environment art

Other Skills:
Programming (Basics in C++; C#)
Skinning; rigging; animating (Basics)
Unreal 4 & 5 (Asset creation/blueprints/particles)

Software

Adobe Photoshop
Autodesk 3ds Max
Pixologic Zbrush
World Machine
Unity
Unreal Engine 4 & 5
Cry Engine/Dunia
Real Virtuality 4

Exploring:
Source SDK
Blender

Languages

Dutch: Mother tongue
English: Fluent
French: Conversational