TIMO BRON

JUNIOR LEVEL DESIGNER

I am a Junior Level Designer at Crytek working on Crysis 4, the new instalment in the acclaimed singleplayer first-person shooter franchise.

I graduated from the International Game Architecture and Design course at Breda University of Applied Sciences in the Netherlands, where I was driven to level design by my interest in architecture and urban design, as well as my enthusiasm for shaping environments and player experiences

Workplace History

CRYTEK

Junior Level Designer
Jan '23 - Present

Full-time Junior Level Designer on Crysis 4.
- First-person shooter, singleplayer level design.
- Rational level design, designing combat encounters, blocking out spaces.
- Level scripting, functional tests, gameplay gyms.

GUNZILLA GAMES

Junior Level Designer
Feb '22 - December '22

Level Design Intern
Sep '21 - Feb '22

Full-time junior level designer on Off The Grid.
- Responsible for major location, writing location briefs and created first blockouts.
- Design and prototype for major story mission.
- Playtesting, collecting feedback, rapidly iterating.
- Promoted from intern to full-time junior.

Academic History at BUas

YEAR 1

Academic Projects
Sep 2017 - Jul 2018

Learning game design fundamentals.
- Developing softskills (communication, teamwork) and hardskills (technical knowledge, working in Unreal Engine 4)
- Exploring role of level designer

YEAR 2

UT4 Map, Skaturion,
Chaddius Maximus
Sep 2018 - Jul 2019

Start of specialization in level design.
- Unreal Tournament DeathMatch level
- Competitive team-based sports game
- 2D pixel platformer in custom engine
- Further developing hardskills

YEAR 3

Spellbound Spire
Sep 2019 - Jul 2020

Fulltime level designer on year-long VR project.
- 2 levels from blockout to release
- VR development in Unity
- Working with many constraints
- Collaboration in a large team of 25 people

YEAR 4

Miner Malfunction
Sep 2020 - Jul 2021

Personal development in an FPS project.
- One-man UE4 shooter project
- Whitebox of large, semi-linear level
- Advanced Blueprinting in UE4 including AI
- Full closed-loop game experience

Core Skills

- Dutch (native) & English (proficient)
- Level creation from conceptual blockouts to final whiteboxes
- Playtesting and iterating (RITE)
- Clear, objective, but friendly and considerate communication.
- Wide knowledge of Unreal Engine
- Advanced prototyping with visual scripting (Blueprints)
- Experience with Unity & CryEngine
- Skilled at Blender, Miro, Adobe CC
- Perforce, JIRA, Confluence, Office 365 & Google Drive

Contact Details

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