

LUKAS VAN DAELE VEST

Level Designer & Scripter

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lukasvandaele.com

ABOUT ME

For as long as I can remember I've been passionate about **Level & Game Design**. I turned that enthusiasm into a professional career after attaining my **bachelor's degree** in **Digital Arts & Entertainment**. I've been working in the games industry since 2011 and have shipped plenty of AAA titles.

As a **level designer** I enjoy working with people across multiple disciplines and have no problems communicating ideas and bringing those to life. I am proficient in all design skills from **paper design**, **prototyping** and **scripting**.

Colleagues have described me as **level-headed**, **dependable**, and someone who can help a team meet quality and ship on time.

WORK EXPERIENCE

OCT 2017 – ONGOING

EA DICE – BATTLEFIELD 5 (SINGLE PLAYER)

SEP 2016 – SEP 2017

EA DICE - STAR WARS BATTLEFRONT II (MULTIPLAYER)

AUG 2016 – AUG 2016

EA DICE - BATTLEFIELD 1 (SINGLE PLAYER)

NOV 2011 – JUL 2016

EA DICE - MIRROR'S EDGE CATALYST (SINGLE PLAYER)

JUL 2011 – OCT 2011

EA DICE - BATTLEFIELD 3 (COOP)

FEB 2011 – JUN 2011

EA DICE - <cancelled project> (COOP)

EDUCATION

2008 – 2011

BACHELOR - DIGITAL ARTS & ENTERTAINMENT

Howest University College, Belgium

Graduated Magna Cum Laude

Award for best internship 2011

... - 2008

HIGH SCHOOL – MATHS & SCIENCE

OLVH Waregem, Belgium

SKILLS

LEVEL DESIGN

Single Player, COOP and Multiplayer

BLOCKING GEOMETRY & ART DRESSING

VISUAL SCRIPTING

FROSTBITE ENGINE

3DS MAX

PHOTOSHOP

LANGUAGES

DUTCH

Native

ENGLISH

Fluent

SWEDISH

Proficient

FRENCH

Basic

INFO

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CITIZENSHIP Belgian & Swedish

RESIDENCE Sweden
