

LUKAS VAN DAELE

Level Designer & Scripter

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www.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 – Level Design & Scripting

EA DICE – BATTLEFIELD 5

SEP 2016 – SEP 2017 – Level Design & Scripting

EA DICE - STAR WARS BATTLEFRONT II

AUG 2016 – AUG 2016 – Level Design & Scripting

EA DICE - BATTLEFIELD 1

NOV 2011 – JUL 2016 – Level Design & Scripting

EA DICE - MIRROR'S EDGE CATALYST

JUL 2011 – OCT 2011 – Level Design & Scripting

EA DICE - BATTLEFIELD 3

FEB 2011 – JUN 2011 – Level Design & Scripting

EA DICE - <cancelled>

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

Visual scripting

Art dressing

Frostbite Engine

3ds Max

Photoshop

LANGUAGES

DUTCH

Native language

ENGLISH

Fluent

SWEDISH

Proficient

FRENCH

Basic

INFO

Portfolio www.lukasvandaele.com

Email van.daele.lukas@gmail.com

LinkedIn www.linkedin.com/in/lukas-van-daele/

Nationality *Belgian & Swedish*

Residence *Sweden*
