

LUKAS VAN DAELE

Level Designer

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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

EA DICE - <unannounced>

SEP 2016 – SEP 2017 – Level Design

EA DICE - STAR WARS BATTLEFRONT II

AUG 2016 – AUG 2016 – Level Design

EA DICE - BATTLEFIELD 1

NOV 2011 – JUL 2016 – Level Design

EA DICE - MIRROR'S EDGE CATALYST

JUL 2011 – OCT 2011 – Level Design

EA DICE - BATTLEFIELD 3

FEB 2011 – JUN 2011 – Level Design

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

Frostbite Engine

3ds Max

Photoshop

Visual scripting

Level design

Art dressing

LANGUAGES

DUTCH

Native language

ENGLISH

Fluent

SWEDISH

Proficient

FRENCH

Basic

INFO

Portfolio www.lukasvandaele.com

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

Nationality *Belgian*

Residence *Sweden*