BRAEDYN DE LEEUW

LEVEL DESIGNER

CONTACT

✉ braeyn@outlook.com

🌐 www.braedyndeleeuw.com

📍 Canberra, ACT

SKILLS

Design Skills

Blockouts/Greyboxing

Level Design

Level Scripting

Rapid Prototyping

Iterative Design Focus

Software

Unreal Engine 4 and 5

Unity Game Engine 2020 - 2023

Perforce

Github

Blender

Krita

EDUCATION

UNIVERSITY OF CANBERRA

Bachelor of Arts - Digital Media

2024 - 2025

With a focus on digital media I learnt the necessary design skills and software such as Blender, After Effects and Maya.

AIE - CANBERRA

Dual & Advanced Diploma in Game Design and Production

2022 - 2023

This course provided the skills, knowledge and expertise required to design and produce video games at a professional level. A two year, full-time course in consultation with local and international studios, to produce innovative and creative graduates.

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PROFILE

A dedicated and detail-oriented Level Designer with a passion for crafting immersive and captivating player experiences. Quick to learn and constantly seeking skills that improve my work.

INDUSTRY EXPERIENCE

ACSENDING INFERNO

Oppolyon Studios - Level Designer   **Mar 2023 - Oct 2023**

- Led the design, **blockout**, concept and internal playtesting of the game level "Greed".

- Conducted the level's **pacing**, **difficulty** and **player flow** and collaborated with the art team from start to finish for ease of use when implementing art assets.

- Gained support and advice from other designers and artists on game-specific **level design techniques**, design decisions and personal development.

- Directed **playtesting** and created documentation for feedback.

GAME PROJECTS

OPERATION INTERSTELLAR

Team | Game Designer | Australian Federal Police   **Sep 2023 - Dec 2023**

An AFP led client VR project focused on interactive training simulations

- Designed various **level layouts**, **puzzles** and **progression** options for the team

- Designed and implemented a multitude of mechanics, each aligning with the **client's requirements**

- Supported the design and **iteration** of an in-depth tutorial for new players based on feedback from internal and external playtesting

THE LIVING CITY

Solo | Level Designer   **Aug 2023 - Current**

- **Spearheaded** the project with a focus on **level design**

- Honed the level's **navigation**, **pacing** and **combat encounters**

- Implemented a multitude of creative workarounds for level mechanics through **scripting** and **industry-level design techniques**

SHADE AND STONE

Team | Lead Game Designer   **Sep 2022 - Dec 2022**

- **Led** a team of 5 designers through **production**, overseeing all major design-related decisions

- Initiated **interdisciplinary** communication and developed a production **pipeline** for the team

- Designed variations of **level layouts**, gameplay objectives, supported the development of **UI/UX** and led playtesting sessions