

game and level design

# JETHRO JONGENEEL

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Portfolio

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## About

Be it through games, levels, stories or systems: I aim to master the art of providing great gameplay experiences whilst presenting fascinating game-worlds. My skills include all aspects of game and level design. From initial concept – to polished product.

## Work experience

March 2015 – Ongoing

### Level Designer (Rebellion)

Currently responsible for multiple levels that will be shipping with *Sniper Elite 4* and its DLC. The game is set to release in February, 2017.

2014 – 5 months

### Junior Level Designer (Part-time, Guerrilla Games)

After graduating I was invited to do level design work on *Killzone Shadow Fall: Intercept*. I worked on six of the ten maps, three of which I designed from start to finish.

2012 – 8 months

### Design Trainee (Guerrilla Games)

Starting as intern, I quickly proved myself a valuable part of the team and - among other duties - became fully responsible for one of the MP maps of *Killzone Shadow Fall*.

2009 – Ongoing

### Personal Projects (Solo and Team)

To stay ahead of the curve, I dedicate time to various personal projects – teaching myself skills relevant to this ever evolving industry.

Find them on [www.jethrojongeneel.com](http://www.jethrojongeneel.com)

## Education

2012 – 2013

### Master of Arts (CDDC)

Game Design and Development  
HKU University of the Arts Utrecht

2009 – 2013

### Bachelor of Art and Technology (with honours)

Game Design and Development  
HKU University of the Arts Utrecht

## Credited Titles



(2017) **Sniper Elite 4** (PC, XONE, PS4)

(2014) **Killzone Shadow Fall: Intercept** (PS4)

(2013) **Killzone Shadow Fall** (PS4)

## Other experience

(2016) **Representative** (Rebellion)

Representing and demo-ing *Sniper Elite 4* at Insomnia58 and EGX 2016.

(2014) **Speaker** (Unravel Symposium)

“From vague idea, to solid concept”: A talk about my master thesis, focused on the process.

(2013) **Teacher** (HKU Seminars)

Gave a 3-week seminar about designing versus-maps in *Left 4 Dead 2*.

(2013) **Volunteer** (INDIGO 2013 Indie Game Showcase)

Setting up the show floor, technical support and visitor guidance.

(2012) **Representative** (HKU)

Promoting the HKU during diverse events in the Netherlands.

## Skills

### Game & Level Design

- Conceptualisation
- Prototyping
- Playtesting / Iteration
- Systems / Mechanics
- Visuals / Storytelling
- Scripting
- Documentation

### Tools

- Autodesk Maya
- Source SDK / Hammer
- CryEngine SDK
- Unity 3D
- Google Sketchup
- Lua
- Photoshop + Illustrator