

# JETHRO JONGENEEL

## 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 level design. From initial concept – to polished product.

## Work experience

January 2017 – *Splash Damage* (ongoing)

### Level Designer (current)

Whilst leading a two-person team I am doing level design work for the *Gears of War* series in partnership with The Coalition.

2015 – 2017 – *Rebellion* (2 years)

### Level Designer (14 months)

↳ Junior Level Designer (10 months)

I designed multiple SP levels that shipped with *Sniper Elite 4* and its DLC.

2012 - 2014 – *Guerrilla Games* (1 year)

### Junior Level Designer (5 months)

↳ Design Trainee (8 months)

I was invited to do MP level design work on *Killzone Shadow Fall* and its DLC during and after my studies. I worked on 7 released maps.

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

## Releases

- (2017) **Gears of War 4 DLC** (PC, XONE)
- (2017) **Sniper Elite 4: Target Fuhrer DLC** (PC, PS4, XONE)
- (2017) **Sniper Elite 4** (PC, PS4, XONE)
- (2014) **Killzone Shadow Fall: Intercept DLC** (PS4)
- (2013) **Killzone Shadow Fall** (PS4)



## Other experience

- (2017) **Mentor** (Splash Damage)  
I'm providing cross-project mentorship to a junior level designer at Splash Damage.
- (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 on Environmental Storytelling.
- (2013) **Teacher** (HKU Seminars)  
Gave a 3-week seminar about designing versus-maps in *Left 4 Dead 2*.