

JETHRO JONGENEEL

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



2012

Design Trainee
(8 months)



2013

Junior Level Designer
(1 year, 3 months)



2015

Level Designer
(3 years)



October 2018

Senior Level Designer
(3 years)



October 2021

Lead Level Designer
(Ongoing)

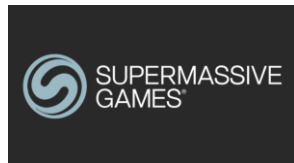
Portfolio: www.jethrojongeneel.com

Contact: jethroj@outlook.com

Residence | Nationality: London, UK | Netherlands

LinkedIn: www.linkedin.com/in/jethrojongeneel

Timeline



SUPERMASSIVE GAMES June, 2022 – Now (ongoing)

Working on something exciting...

2019 – 2022 (3 years, 1 month) **UBISOFT SINGAPORE**

I was responsible for the “World” of Skull & Bones through managing a 7-person LD team and being a point of contact between the lead and co development studios.

(????) **Skull & Bones** (PC, PS5, Xbox X|S)



SPLASH DAMAGE 2017 – 2019 (2 years, 3 months)

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

(2019) **Gears 5** (PC, XONE)

(2017) **Gears of War 4 DLC** (PC, XONE)

2015 – 2017 (2 years) **REBELLION**

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

(2017) **Sniper Elite 4: Target Fuhrer DLC** (PC, PS4, XONE)

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





GUERRILLA GAMES 2012 & 2014 (1 year)

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.

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

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

Education

2012 – 2013

MASTER OF ARTS (CDDC)

Game Design and Development

HKU University of the Arts Utrecht - Netherlands

2009 – 2013

BACHELOR OF ART AND TECHNOLOGY (with honours)

Game Design and Development

HKU University of the Arts Utrecht - Netherlands

Other experience

(current) **Volunteer** (Omnibus Theatre)

Starting in 2021 I've been volunteering a couple evenings a week as an usher at my local theatre.

(2017) **Mentor** (Splash Damage)

I provided 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*.

(2013) **Representative** (Indie Game Showcase)

Setting up the event, technical support and visitor guidance.

(2011) **Representative** (DIGRA Conference)

Setting up the event, technical support and visitor guidance.

(2004) **Personal projects**

Since the launch of Half-Life's 2 modding tools I have been using level editors and engines like: (*Hammer Editor / Unity / CryEngine / UE4*)

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