

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
(Ongoing)

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Work Experience

April 2019 – Now **Ubisoft Singapore**
Doing level design work for Skull & Bones!



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

2009 – 2013

Bachelor of Art and Technology (with honours)

Game Design and Development
HKU University of the Arts Utrecht

Other experience

- (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.

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