






CONTACT

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fritsdelaat.com 

Breda, Netherlands 

LANGUAGES

Dutch
English
German

Native
Fluent
Basic proficiency

HARD SKILLS

Rapid Blockout Creation
Mission Design
Sketching
Rapid Iteration
Agile Development
Feature Design & Implementation
Tools Design & Implementation
Visual Scripting
Quality Assurance

SOFT SKILLS

Multi-Disciplinary Collaboration
Creative Problem Solving
Adaptability
(Concise) Communication Skills
Focused on the player experience

EDUCATION











Breda University of Applied Sciences
Sept. 2019 – June 2023

Creative Media & Game Technologies
Bachelor of Science, Game design & production, specializing in level design

FRITS DE LAAT

LEVEL DESIGNER

RECENT PROJECTS

- Present**  **Multiple projects** / Cleaning Workx
Game Designer / Unity Engine
- I am responsible for creating and maintaining multiple courses.
 - I create paper designs for level layouts and progression
 - I implement blockouts, level art and level systems, while testing and iterating on them with feedback from colleagues and the lead
 - I communicate with the programmers on system additions and improvements
- Nov. 2025** 
- Mar. 2025**  **Unannounced project** / Chaotic Works
Level Designer / Unreal Engine 5
- Details on my contributions will be updated once more info on the game is released
- July 2024** 
- Mar. 2024**  **Metro Awakening VR** / Vertigo Games Amsterdam
Junior Level Designer / Unreal Engine 5
- I was responsible for the quality and playability of chapter 7 & 9, making sure quality was held to standard across the chapters and overall game by continuous bug fixing and level testing
 - I created mission designs and blockouts for several levels across the game
 - I did continuous playtesting of the levels and chapters I was responsible for and iterated those based on team and player feedback
- July 2023** 
- June 2023**  **Star Wars Outlaws** / Ubisoft Massive Entertainment
Technical Level Design Intern / Snowdrop Engine
- I created level design ingredients and world event tools for the level design team to use in the open world
 - I did code reviews for the level design team to ensure their code quality and consistency
 - I playtested gameplay systems with the team to iterate based on their feedback
- Feb. 2023** 
- Jan. 2023**  **Metro Awakening VR** / Vertigo Games Amsterdam
Level Design Intern / Unreal Engine 5
- I sketched level layouts for rapid level ideation and iteration
 - I created blockouts to validate design decisions and test features
 - I playtested levels to iterate based on team feedback
 - I created mission designs and blockouts based on briefs
- Sep. 2022** 

SOFTWARE & TOOLS

