CONTACT

fritsdelaat@gmail.com ✉

linkedin.com/in/fritsdelaat

fritsdelaat.com 🔗

Breda, Netherlands 📍

LANGUAGES

Dutch	**Native**
English	**Fluent**
German	**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

A Wake Between Worlds / Lumino Interactive
Lead Game Designer / Unreal Engine 5

- I am responsible for helping create the main concept and design for the game
- I am responsible for concepting, prototyping and creating a multitude of player and game features
- I am responsible for managing the designers and communicating ideas and issues with the other department leads and the team

Apr. 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

Office   miro   Jira Software   unity   Confluence   UNREAL ENGINE   Trello   GitHub   snowdrop (POWERED BY UBISOFT)