



JAMIE TEN HOVE

LEVEL DESIGNER

CONTACT

ROOSENDAAL, THE NETHERLANDS
Open to **remote/hybrid** positions
Also available as **freelancer**

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<https://www.jamietenhove.com>

ABOUT ME

I am passionate about creating memorable player experiences. As a game developer, I value hard work and good communication when working in a team. I enjoy collaborating with different disciplines and learning from them, especially environment art!

Experience with:

FPS (single and multiplayer)

3rd Person Action

1st and 3rd Person Stealth

EDUCATION

Breda University of Applied Sciences

- Bachelor of Science degree:
Int. Game Architecture & Design
Graduated cum laude, 2019- 2023
- Propedeuse:
International Media & Entertainment
Management, 2015-2017.
Quit to pursue game development.

HarvardX Online Course

- The Architectural Imagination
Certificate 2020

Walburg College Zwijndrecht

- VWO Certificate 2008-2014
- IB Certificate 2012-2014
- Cambridge CAE Certificate
2008-2011
- **Extra-curricular:** wrote film reviews for
the school paper 2011-2013

LANGUAGES

Formally educated in...

Dutch	Native
English	Fluent (CAE&IB)
German	Moderate (B1)
French	Moderate (B1)

SKILLS

RATIONAL LEVEL DESIGN
VISUAL SCRIPTING
RAPID PROTOTYPING
SKETCHING AND 3D MODELING
DESIGN DOCUMENTATION
COMPETITOR RESEARCH
PUBLIC SPEAKING

SOFTWARE

UNREAL ENGINE 4 & 5
UNREAL BLUEPRINTS
BLENDER & 3DS MAX
PERFORCE
JIRA
SHOTGRID
PROCREATE

INDUSTRY EXPERIENCE



LEVEL DESIGNER
JAN 2025 - AUG 2025



- Worked on this project as a level designer.
- As the game is still in development, I can't give further details at this time.



LEVEL DESIGNER
MAY 2024 - AUG 2024

ASSOCIATE LEVEL DESIGNER
2023 - 2024



FULL DEVELOPMENT

- I was the product owner of the **Desert Biome** and **Corruption mechanic**.
- Included: taking Desert levels from **paper concept** to **blockout** to the **final** versions, including **bug-fixing** and **polish**.
- Did the **encounter design** and distribution of gameplay objects.
- Involved in **designing** and **testing** some of the interactive gameplay objects, used throughout the game.
- Worked closely with the **level artists**, the **cinematics** team, and **tech designers** to deliver the finished product.



INTERN LEVEL DESIGNER
2022 - 2023



- Responsible for additional content in the existing **open world**: additive arena-like level design to facilitate **side mission** content and **encounters**.
- This content didn't get released due to circumstances on the client side.

PREVIOUS PROJECTS

LEVEL DESIGNER - CHILD OF LOTHIAN - 32 WEEKS - TEAM SIZE: 30+

- A **3rd person stealth** game about the life of an orphan girl during the 1700s Edinburgh witch trials.
- Collaborated with a team of 5 level designers and built play spaces that **accommodate gameplay** whilst staying true to the city of Edinburgh. This task included **concepting**, **building** the level geo, **quest design** and **implementation**, and **polishing/set-dressing**. I was responsible for one of the three acts in the game.

RELEASED
ON
STEAM
JUNE 2022

LEVEL DESIGNER - CAUGHT ON TAPE - 24 WEEKS - TEAM SIZE: 12

- A **first-person horror exploration** game where the player solves environmental puzzles to escape a bunker.
- Tasks included building **blockout**, **scripting level functionality**, **custom events**, **lighting**, **set-dressing**, **narrative**, and **QA**. I designed **pipelines** for smooth **level design** - **environment art workflows** and created a benchmark level with a **metricized levelkit**.
- I closely **collaborated** and **communicated** with other disciplines to keep track of **project health**, log and **mitigate risks**, and ensure the creative vision was maintained.

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ON
ITCH.IO
JUNE 2021