




Ido Pelser

LEVEL DESIGNER

My name is Ido Pelser, a student following Game Design and Production at Breda University of Applied Sciences, specializing in Level Design for around 3 years. I believe a nice work environment is the most important thing when it comes to developing great games.

I have a passion for creating fun gameplay moments that will bring a smile to peoples faces.

Contact

 **Phone Number**
+31 6 13862069

 **Email**
ido@pelsers.nl

 **Website - Portfolio**
idopelsers.nl

 **LinkedIn**
linkedin.com/in/idopelsers/

Academic history

Creative Media and Game Technologies

August 2021 - June 2025

- Breda University of Applied Sciences
- Design And Production Track

Skills

Experienced

- Level Design
- Sketching
- Level Planning
- Design Documentation
- Unreal Engine
 - Visual Scripting
 - Unreal Motion Graphics
- Creating Blockouts
- Playtesting & Iterating
- Perforce
- Jira
- Miro
- Scrum

Intermediate

- Adobe
 - Photoshop
 - Premiere pro
- Blender

Languages

Dutch	English
Native	Fluent

Experience - Game projects

○ Atan | Team

August 2023 - June 2024

Level Designer

- Planning levels with the **4-step level design process** in mind
- Sketching level challenges and puzzles based on climbing
- **Prototyping** puzzle elements
- Problem-solving difficult development challenges received from stakeholders
- Blocking out interesting gameplay moments that focus on climbing
- Collaborating with **environment artists** to finalize the levels

○ Pango | Team

April 2023 - June 2023

Level Designer

- Planning levels with the **4-step level design process** in mind
- Sketching level challenges based on platforming
- Blocking out sketched level challenges using **gym levels**
- Playtesting the levels internally and externally
- **Iterating blockouts** using feedback received from playtests
- Collaborating with **environment artists** to finalize the levels
- Scripting UI elements for collectibles

○ Fish King Castle | Solo

September 2022 - October 2022

Level Designer

- Researching Level Design from Quake
- **Sketching** level challenges based on enemy encounters
- Familiarizing myself with **Trenchbroom**
- Making a **gym level** to understand the player's mechanics
- Blocking out sketched level challenges
- Using **architectural references** to create structures
- Playtesting the levels internally and externally
- **Iterating blockouts** using feedback received from playtests
- **Set dressing** the level using existing textures

Experience - Non-industry

Beum - Restaurant

Restaurant Manager

Dorst

June 2019 - June 2024