

# Jos van Laar

LEVEL DESIGNER

Hafnergasse 6, 78050 Villingen

(0049) 160 93 82 41 80

josvanlaar.com

jos.vanlaar@chello.nl

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## PERSONAL RECORDS

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<b>Name</b>	: Jos van Laar	<b>D.O.B.</b>	: October 30, 1986
<b>Street</b>	: Hafnergasse 6	<b>Nationality</b>	: Dutch
<b>Postal Code</b>	: 78050 Villingen	<b>Marital Status</b>	: Single
<b>Country</b>	: Germany	<b>Drivers License</b>	: Yes
<b>Cell Phone</b>	: (0049) 160 93 82 41 80	<b>Able to relocate</b>	: Yes
<b>E-mail</b>	: jos.vanlaar@chello.nl	<b>Website</b>	: www.josvanlaar.com

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## Software Experience

Level Editors	: Radiant, UnrealEd/UDK, Sandbox 2
Environmental Tools	: Adobe Photoshop, CrazyBump, 3dsMax (limited)
Scripting Languages	: PHP, C/C++, HTML, CoDScript (C based), Kismet, FlowGraph
Production Tools	: MS Office packages, Tortoise SVN (Source Control), Perforce
Art Skills	: Traditional drawing, Concept Art
Misc	: Adobe Illustrator, Adobe Photoshop, Adobe InDesign, QuarkXPress, Dreamweaver, Macromedia Flash

## Level Design Skills

- Concept and design documentation
- Lighting & Postprocessing
- Level and gameflow planning
- Optimization
- BSP block-out and detail geometry
- Collision checks
- Entity placement according to art vision
- Quality Assurance testing
- Material and shader creation & placement
- Prototyping new game features

## EXPERIENCE (PROFESSIONAL)

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### **ACONY Games GmbH & Co. KG**

Level Designer  
Villingen-Schwenningen, Germany

December 2007 -  
Present

#### ***Hedone***

Genre: MMOFPS (Free-to-Play)

June 2010 -  
Present

- Primarily responsible for several multiplayer levels
- Sketching level layouts and documentation, according to provided guidelines
- BSP block-outs and possible alternative versions
- Entity placements according to art vision
- Creating and applying 2d textures
- Level optimizations & collision checks
- Prototyping new game features

#### ***PARABELLUM*** (PC)

Genre: MMOFPS (Free-to-Play)

December 2007 -  
June 2010

- Primarily responsible for several multiplayer levels
- Sketching level layouts and documentation, according to provided guidelines
- BSP block-outs and possible alternative versions
- Entity placements according to art vision
- Creating and applying 2d textures
- Level optimizations & collision checks
- Prototyping new game features

## EXPERIENCE (PERSONAL)

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### **CoD: World at War: Nostalgia**

Project Lead

2010 – Present

### **CoD: World at War: Yomi**

Level Designer

2009

### **CoD2: Remember September**

Project Lead / Lead Level Designer

2007 - 2008

### **CoD:UO : Slovak**

Level Designer

2005

### **Benelux Development Team**

Lead Level Designer

2001 – 2005

#### **Call of Duty: Operation Market Garden**

2003 - 2005

#### **Medal of Honor: Operation Market Garden**

2001 – 2003

## EMPLOYMENT HISTORY

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<b>Aldi Supermarket</b> Store Employee	2004 – 2007	<b>Waanders Printers</b> Desktop Publisher	2004- 2006
<b>Waanders Printers</b> Intern Desktop Publisher	09/2006 - 12/2006		

## EDUCATION

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<b>Desktop Publishing (DTP)</b> Deltion Grafisch Lyceum, Zwolle	2003-2006
<b>Hoger Algemeen Voortgezet Onderwijs (HAVO)</b> RSG Noord-Oost Veluwe, Epe	1999-2003

## SOCIAL SKILLS

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Good communication- and social skills, team player, convincing, stress free, perfectionist, accurate, considered working 'above target'

## MISCELLANEOUS INFORMATION

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### Hobbies & interests:

level design, watching movies, concept art, web-design, geocaching, texture design, gaming, World War 2, going out with friends

### Languages:

Dutch (native), English, German