LASSE VON FINTEL SOSTACK

EXPERIENCED LEVEL DESIGNER

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Location: Bromley, UK

PROFILE

Level Designer with 8 years of experience. I started my journey in the indie scene co-founding *Tunnel Vision Games* and have later made my way into AAA at *Splash Damage*. Through this journey, I have worked on everything from small productions with a team of six to major productions with 120+ people. These experiences have shaped me into a Level Designer who is both confident taking the reins when needed, while also fitting into the larger collective.

I am a team player at heart and will always strive to inspire and elevate my colleagues through my work and actions. I take pride in delivering quality work and will try to push the boundaries turning good into great. My approach is often systematic and I am constantly thinking solutions, which in turn makes any design problem seem solvable. These are all skills that have made me into a competent Level Designer!

EXPERIENCE

Level Designer - Splash Damage
June 2021 - Present

Designing and implementing PvE & PvP locations for 'Project Astrid' & an unannounced project

- Had ownership of several small and large features during development
- Establishing location requirements and write up proposed solutions (one-pager)
- 2D sketching to establish high level layouts illustrating intended beats, player pathing, interaction and conflict points, pacing and flow
- Implementing first pass blockouts to confirm/deny layout assumptions and make adjustments accordingly
- Setting up scripted gameplay moments and combat encounters with UE Blueprints and inhouse tools
- Iterative approach to making improvements to designs based on continuous user testing and/or direction changes
- Close cross-discipline collaboration to ensure that designs meet the requirements and expectations of other stake holders as well as the game vision
- Designed and implemented numerous open world locations - both natural and structural

Level Designer - Bedtime Digital Games
Nov. 2020 - May 2021

Designing and implementing levels for the action-adventure game 'Figment 2: Creed Valley'

- Designing and implementing puzzles and combat scenarios
- Managing learning curve, flow and pacing of levels
- Focus on exploring the possibility space of game mechanics and their cross interactions

Level Designer & Co-founder - Tunnel Vision Games
Sept. 2016 - Mar. 2020

Designing and implementing levels for the 3D first person puzzle game 'Lightmatter'

- Designing and implementing tutorial, puzzle and story levels
- Managing learning curve, flow and pacing of levels
- Responsible for the Level Design of the game from idea to full commercial release

EDUCATION

Master of Science in Information Technology - Interactive Digital Media
University of Aalborg, Denmark
2014-2016

Bachelor of Science in Medialogy
University of Aalborg, Denmark
2011-2014

TOOLS & SKILLS

- Unreal Engine 4 & 5
- Unity
- Blender

- Jira
- Miro/Confluence
- Perforce/UGS

- Level Design
- Greybox Prototyping
- Combat Design

- Puzzle Design
- Composition/framing
- 3D-modeling