Dan Banefelt, resumé

Name: Dan Banefelt.
Area of expertise: Level- and technical design for games.
Birth date: October 19th 1986.
Nationality: Swedish.
Languages: Fluent English and Swedish, basic German.
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Portfolio website: http://www.danbanefelt.se/
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Professional experience
2016-current   **YAGER Development** (http://www.yager.de/)
Lead Level Designer on Dreadnought.
2015-2016   **Games Academy** (http://www.games-academy.de/)
Level design teacher.
2012-2016   **YAGER Development** (http://www.yager.de/)
Senior Technical Designer on Spec Ops: The Line, Dead Island 2 and Dreadnought.
2011-2012   **YAGER Development** (http://www.yager.de/)
Technical Designer on Spec Ops: The Line.
2009-2011   **YAGER Development** (http://www.yager.de/)
Level Designer and scripter on Spec Ops: The Line.
2009-2010   **Teotl Studios** (http://www.teotlstudios.com/)
Single player Level Designer and scripter for the award winning indie game
The Ball.

Other project experience
2009   **HOLP 3** (http://holp.beyondunreal.com/)
Contributed with two multiplayer levels for the third edition of the widely
popular Unreal Tournament 3 Hardcore Oldschool Low Poly map pack.
2007-2008   **Warsow** (http://www.warsow.net/)
Multiplayer Level Designer for the popular indie FPS game Warsow.
-   **Community maps**
Released several Unreal Engine maps to the community, receiving multiple
awards and playtime in competitive cups.

Education
2008-2010   **Futuregames Academy** (http://www.futuregames.se/)
Qualified vocational, Game design program.
2005-2008   **Stockholms Universitet** (http://www.dsv.su.se/)
Bachelor's, Computer & systems science (concentration game development).
2002-2005   **Blackebergs Gymnasium**
High school, Science and maths program.

Skillset

Gameplay
- Passion for games of all kinds.
- Strong understanding of player psychology and gameplay, and how to enhance and support gameplay with and in a level or space.
- Strong understanding of player choice, and spacial, systemic and schematic player agency.
- Strong understanding of design different paradigms, such as the use of self determination theory in game and level design. Able to articulate and apply ideas like "competence, autonomy and relatedness" in my designs.
- Strong understanding of fundamental level design topics such as pacing (high and low level), teaching the player, combining gameplay systems, and the setup of physical spaces.
- Gamer experience with competitive FPS gaming on a professional level.
- Schooled in general game design, including topics such as interaction design, cognitive psychology, story telling, object design, reward systems and more.
- Experienced with both narrative scripted game scenarios as well as widespread open worlds.
- Highly experienced with mission setups for both single player, multiplayer, linear games and open worlds.
- Highly experienced in designing and setting up combats.

Technical
- Highly skilled with various level editors such as UnrealEd and Radiant. I require little time to learn new tools.
- Specialized in the Unreal Engine.
- Intermediate modeler with experience in 3D Studio Max, Maya and Blender.
- Sufficient knowledge of Photoshop.
- Basic programming knowledge.
- Highly experienced scripter (visual and text based).
- Highly experienced with various sub editors such as shader setups, scripting, particle systems, and more.
- Comfortable and efficient in all stages of level design and production, including idea generation, documentation, greyboxing layouts, scripting, decorating, etc.
- Experience with profiling and optimizing high quality games for both consoles and low to mid spec machines.

Visual
- Strong understanding of what means should be used to accomplish given moods and settings.
- Strong understanding of mesh-, color- and lighting composition.
- Experience with both indoor and outdoor levels, from dreary factories to widespread terrains.
- Knows how to compose breathtaking scenery to a minimal performance cost.

Organizational
- Experienced level design team manager (in senior, mentor, and lead roles).
- Experience with different project management methods and softwares, such as Scrum and Hansoft. Worked in both leadless and hierarchical team structures.
- Experienced with both boxed and live products.
- Excellent communication, articulation and documentation skills.
- Delivers quality products on time.
- Mentored several colleagues in both scripting and design areas.