

# Dan Banefelt, level designer resumé

**Name:** Dan Banefelt.

**Area of expertise:** Level design.

**Birth date:** October 19<sup>th</sup> 1986.

**Nationality:** Swedish.

**Languages:** Fluent English and Swedish, basic German and French.

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## Education

**2008-2010 (ongoing) 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.

## Professional experience

**2009-2010 (ongoing) YAGER Development (internship)** (<http://www.yager.de/>)  
Level designer and scripiter for the upcoming 2K Games title Spec Ops: The Line at YAGER Development.

## Project experience

**2009-2010 (ongoing) The Ball** (<http://theball.toltecstudios.com/>)  
Single player level designer and scripiter for the award winning Unreal Tournament 3 total conversion The Ball.

**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, recieving multiple awards and playtime in competitive cups.

# Skills

## Gameplay

- Passion for games of all kinds.
- Strong understanding of gameplay and how to enhance it in a level, both multiplayer and single player.
- Experience with competitive FPS gaming on a professional level and hence a rare insight in the needs of hardcore multiplayer gamers – and the differences between these and casual players.
- Schooled in general game design, including topics such as interaction design, cognitive psychology, story telling, object design, reward systems and more.

## 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, experience with both texture and concept painting.
- Basic programming knowledge, and experienced scripter (visual and code 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 including documentation, greyboxing layouts, scripting, decorating, etc.

## 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

- Experience with different project management methods, such as Scrum.
- Excellent communication and documentation skills.
- Delivers quality products on time.