

TRISTAN HANTSCHHEL

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LEVEL DESIGNER

[linkedin.com/in/tristanhantschel](https://www.linkedin.com/in/tristanhantschel)

SKILLS

GAME & LEVEL DESIGN

- Developing & pitching concepts
- Paper prototyping
- Design documentation
- Planning levels and content
- Creating blockouts
- Scripting quests & events
- Environmental Storytelling & Set Dressing

SOFTWARE

- Unity3D
(+ Inhouse Visual Scripting)
- Unreal Engine 4
- SourceTree
- Adobe Photoshop
- Adobe Illustrator
- OmniGraffle
- Confluence
- Shortcut
- MS Office
- Audacity

LANGUAGES

ENGLISH

Fluent(C1)

GERMAN

Native

ABOUT ME

I'm a Level Designer from Germany with over 3 years of experience, driven by curiosity, optimism, and the urge to create memorable worlds and experiences! Since entering the industry, I've worked on a variety of games for diverse platforms, audiences, and clients. My strengths as a Level Designer lie in my eye for composition, building readable blockouts, and in ensuring a cohesive vision. I value direct and constructive feedback, as I believe that iteration is the key to great games.

LOOKING FOR

A permanent full-time employment contract as a AAA Singleplayer Level Designer within a studio that values diversity, a healthy work environment, and creates opportunities for growth. **Open for relocation within Europe!**

EXPERIENCE

GAME & LEVEL DESIGNER

the Good Evil | Jan 2020–Present

the Good Evil is an award-winning Indie Game Studio based in Cologne, Germany.

- Worked on a diverse selection of games shipped on platforms, like Nintendo Switch, Meta Quest, Mobile, and PC
- Supported the team throughout all stages of development on multiple projects
- Was quickly given responsibility and took ownership over features and levels
- Created ten levels based on different European cities for "Rascal Escape"
- Developed and pitched game concepts that were funded by one of the leading funding institutions in Germany (Film- und Medienstiftung NRW)
- Collaborated closely with experts & researchers from fields like archeology, psychology, pedagogy and didactics

[Visit my portfolio for more info!](#)

GAME DESIGNER (STUDENT ASSISTANT)

Cologne University of Applied Sciences | April 2019–Jan 2020

I kick-started a project at the "Faculty of Process Engineering, Energy and Mechanical Systems" as the main Game Designer. I developed a concept and early prototypes for a VR Serious Game on the HTC Vive Pro.

EDUCATION & CERTIFICATIONS

WORLDBUILDING FOR VIDEO GAMES

UBCx | 2022

5-week course on environmental storytelling, writing lore, readables & audio logs as well as creating memorable game worlds.

LEVEL DESIGN FOR GAMES

CGMA | 2021

10-week course focused on shape theory, spatial composition, cognitive mapping, and emotive design. Lectures by Emilia Schatz and mentored by Max Pears.

BACHELOR OF ARTS

Cologne Game Lab | 2016–2020

Bachelor's degree in "Digital Games" with a specialization in Game Design. The program has been heavily focused on interdisciplinary and project-oriented education. In my Bachelor thesis, I wrote about the topic of player guidance in Level Design.