

# TRISTAN HANTSCHHEL

## LEVEL DESIGNER

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### ABOUT ME

I'm a Level Designer with over 4 years of professional experience and a Bachelor's degree in Digital Games, driven by curiosity & optimism. Since entering the industry, I've worked on a variety of games for diverse platforms, audiences, and clients. My strengths as a Designer lie in my eye for composition, building readable blockouts, and in ensuring a cohesive vision. Additionally, I am a juror in various game award committees and like to share knowledge in talks and workshops.

### LOOKING FOR

A permanent full-time employment contract as a 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
- Designed levels based on different European cities for "Rascal Escape"
- Was quickly given responsibility and took ownership over features and levels
- 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
- Onboarded & mentored Juniors & Interns

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

### EDUCATION & CERTIFICATIONS

#### MASTERCLASS IN BOSS FIGHT DESIGN

Mejerwall Consulting | 2023

7-week Masterclass on Boss Fight Design by Marie Mejerwall covering topics such as fight flow, boss enemy archetypes, gameplay challenges, behavior trees and balancing.

#### WORLDBUILDING FOR VIDEOGAMES

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.

### SKILLSET

#### GAME & LEVEL DESIGN

- Developing & pitching concepts
- Paper prototyping
- Design documentation
- Planning level 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