

# TRISTAN HANTSCHHEL

## LEVEL DESIGNER

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### ABOUT ME

I'm a Level Designer with over 6 years of experience, driven by curiosity and optimism. I've contributed to award-winning games for diverse audiences and clients, shipping titles on platforms including Nintendo Switch, PC, Mobile, and Meta Quest. In addition to my design work, I serve as a juror for several game award committees and enjoy sharing knowledge through 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

#### SENIOR LEVEL DESIGNER

GRIP Studios | August 2025 – April 2026

- Worked on the Vertical Slice of an original AAA first-person shooter IP
- Developed multiple interconnected levels from the initial concept up to the art pass
- Implemented and maintained quest logic using Unreal Blueprints
- Guided weekly internal playtesting sessions, gathering and applying feedback
- Collaborated closely with concept, lighting, and environment artists, as well as AI and gameplay designers
- Was responsible for the final boss arena of the Vertical Slice

#### GAME & LEVEL DESIGNER

the Good Evil | Jan 2020 – July 2025

- 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 over ten 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 and mentored Juniors & Interns

#### GAME DESIGNER (Student Assistant)

TH Köln | April 2019 – Dec 2019

During my studies I worked as a Game Designer for the Faculty of Process Engineering, Energy and Mechanical Systems of the TH Köln. I developed the concept and prototypes for AR and VR Serious Games, which won a teaching award in 2019.

### 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

- Unreal Engine 5
- Unity3D
- SourceTree
- Perforce
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Confluence
- MS Office
- Audacity

### LANGUAGES

**ENGLISH**  
Fluent (C1)

**GERMAN**  
Native

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

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### EDUCATION & CERTIFICATIONS

#### **BLUEPRINT SCRIPTING**

**Epic Games | 2025**

10-hour course on Unreal's Blueprint Visual Scripting system. Refreshed my fundamentals in using Blueprints for Level Design.

#### **THE ARCHITECTURAL IMAGINATION**

**HarvardX | 2024**

10-week course on basic architectural principles, the social & historical context of major works and their different forms of architectural representation.

#### **MASTERCLASS IN BOSS FIGHT DESIGN**

**Mejerwall Consulting | 2023**

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

#### **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 curriculum was focused on interdisciplinary and project oriented education. In my Bachelor thesis, I wrote about the topic of player guidance in Level Design.

**[Find all certificates on my LinkedIn!](#)**