

# MARTIJN DIJKSEN

SENIOR TECHNICAL LEVEL DESIGNER



## CONTACT



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## EXPERIENCE



**Massive Entertainment - A  
Ubisoft Studio** *Malmö, Sweden*

- **Senior Technical Level Designer**  
*Apr 2023 - Present*
- **Technical Level Designer**  
*Apr 2019 - Mar 2023*
- **Junior Technical Level Designer**  
*Jun 2018 - Mar 2019*
- **Technical Level Design Intern**  
*Feb 2018 - Jun 2018*



**Pillow's Willow VR Studios**  
*Eindhoven, Netherlands*

- **Technical Game Design Intern**  
*Sep 2017 - Jan 2018*

## EDUCATION



**B.Sc. (Hons) International  
Game Architecture and  
Design** *Breda University of  
Applied Sciences, Breda, The  
Netherlands (2014-2018) 4.0 GPA*

## KEY SKILLS

### Main Roles

- Technical (Level) Design
- Gameplay/tool Programming
- Level Design
- Game Design

### Game Engines/Editors

- Snowdrop (Ubisoft)
- Unreal Engine 4
- Unity 4/5
- CryEngine 5
- Source SDK (Hammer)

### Languages/APIs

- Python
- C++/C
- C#
- Visual scripting (Unreal Blueprints & Snowdrop)

### Software

- Adobe Photoshop
- Autodesk Maya
- Microsoft Office, Visual Studio
- Perforce/SVN/Git
- Jenkins

## PROFILE

Experienced Technical Level Designer with a strong knack for problem-solving. From developing level design ingredients and designing quest systems to fixing complex bugs and writing Python tools for workflow optimization, I thrive on challenges and delivering impactful solutions. More projects and details can be found on my website.

Outside of work, I enjoy connecting with nature through hiking and camping, and I'm a certified glider pilot, embracing the ultimate sense of freedom in the skies.

## PROJECTS

### Star Wars Outlaws™

*May 2020 - Present*

- Led technical design pre-production, defining core systems (quest, living world, scripting, world-building) and estimating Tech LD scope.
- Set tech standards for Tech LD, level design, and quest design, writing guides and onboarding materials.
- Implemented key level design ingredients (elevators, doors) and scripted living world events, gym levels, seamless level transitions, and Trailblazer NPCs.
- Developed Python tools to enhance production efficiency, exposed functionality to Python API, and implemented Atlas support (C++).
- Collaborated with engine teams on Snowdrop tech innovations and reviewed quest scripts for technical compliance.
- Onboarded and supported codev studios, serving as a point of contact for technical issues.

### Tom Clancy's The Division® 2

*Feb 2018 - Nov 2020*

- Designed and implemented level elements and templated scripting logic for consistency and ease of use.
- Collaborated with AI designers and programmers to develop contextual NPC spawning methods and living world events.
- Created "gym" levels and standardized setups for testing level design elements and encounters.
- Technical owner of the shooting range feature and implemented player interaction hubs ("shared spaces").
- Provided technical support and bug fixes for world and mission teams, and optimized scripts with engineers.
- Scripted key features for high-profile demos and game modes, including control point activities and gameplay variations.
- Developed automation scripts for local playtests and conducted script reviews.

### Tom Clancy's The Division® 2 Warlords of New York Expansion

*Jun 2019 - Mar 2020*

- Supported the technical implementation for the DLCs, Expansion, and other post-launch content. Technical owner of The Summit game mode.

### The Red Stare (VR)

*Sep 2016 - Jan 2018*

- Game and system design to define, proof, develop and refine the experience.
- Designed and prototyped player interactions, creating gameplay systems and optimizing performance to maintain 90fps.
- Created an automated build system with Steam build uploads and Slack notifications using Jenkins. Integrated the Steam API.
- Developed and refined systems for enhanced UX, including custom tools.
- The Red Stare won several awards and released to overwhelmingly positive Steam reviews.