



# Jos van Laar (he/him)

## World Builder

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### Neon Koi, a PlayStation Studio

OCT 2022 - OCT 2024

#### Senior Level Designer

(Reference Letter Available)

- **UNANNOUNCED TITLE**

PLATFORM: MOBILE | ENGINE: UNREAL ENGINE 5 | (CANCELLED)

Until the studio's closure, I was the Senior Level Designer on an unannounced project; a mobile, free-to-play / live service third person looter shooter, set in a sci-fi fantasy setting, powered by Unreal Engine 5.

### Ubisoft Berlin

OCT 2018 - JUN 2022

#### Senior Level Designer

- **UNANNOUNCED TITLE**

- **FAR CRY 6**

PLATFORM: MULTI-PLATFORM | ENGINE: DUNIA 2 ENGINE | RELEASE OCT 7, 2021

Main Level Owner on:

*SPECIAL OPERATION: "PUERTA DEL EDÉN"* (Nov 23, 2021)

*SPECIAL OPERATION: "LOS TRES SANTOS"* (Nov 9, 2021)

*SPECIAL OPERATION: "MACEO"* (Oct 7, 2021)

### Playsnak

AUG 2017 - SEP 2018

#### Lead Level Designer

- **SHAMAN: SPIRIT HUNTER (VR)**

PLATFORM: OCULUS RIFT | ENGINE: UNREAL ENGINE 4 | (CANCELLED)

- Leading and supporting the World Team (Art and Level Design), ensuring the team meets any deadline at the expected quality
- Created several levels from blockout to polished state

### CRYTEK

SEP 2012 - AUG 2017

#### Senior Level Designer

- **HUNT: SHOWDOWN**

PLATFORM: MULTI-PLATFORM | ENGINE: CRYENGINE 5 | RELEASE FEB 22, 2018

Level owner of a major POI; "Blanchett Graves"

#### Level Designer

- **ROBINSON: THE JOURNEY (VR)**

PLATFORM: PLAYSTATION VR | ENGINE: CRYENGINE 5 | RELEASE NOV 8, 2016

Level owner the "Jungle" level, also used as the *E3 demo level*

- **THE CLIMB (VR) (+DLC)**

PLATFORM: OCULUS RIFT | ENGINE: UNREAL ENGINE 5 | RELEASE APR 8, 2016

Level owner of *Alps Easy*, *Asia Hard*, *USA Hard*, *Alps Boulder* and *"Cold Split"*

- **HOMEFRONT: THE REVOLUTION**

PLATFORM: MULTI-PLATFORM | ENGINE: CRYENGINE 5 | RELEASE MAY 2016

Level owner of the "Ambush" area and mission

- **RYSE: SON OF ROME (+ DLC 1 & 4)**

PLATFORM: XBOX ONE, PC | ENGINE: CRYENGINE 4 | RELEASE NOV 2013 (XB) / OCT 10 2014 (PC)

Level owner of the "The Wrath of Nemesis" (Colosseum) mission.

Level owner of DLC Multiplayer Maps "Henge" & "Beacon"

### ACONY Games

OCT 2022 - SEP 2012

#### Level Designer

- **BULLET RUN**

PLATFORM: PC | ENGINE: UNREAL ENGINE 3 | RELEASE JUL 31, 2012

Level owner of "Carpark", "Drain", "Prison", "Vault", "Warehouse", "Wreck"

#### Junior Level Designer

- **PARABELLUM**

PLATFORM: PC | ENGINE: UNREAL ENGINE 3 | (CANCELLED)

Level owner of "Alleys", "Soho"

## About

Experienced and passionate in designing virtual worlds for both single player and multiplayer games for over 18 years (and over 20 years privately).

I specialize in level design - crafting layouts, flow, and composition with a strong focus on player psychology, guidance, and immersion. At the same time, I'm also experienced and deeply passionate about environment art.

My experience includes leading a team; coaching, supporting and empowering others to be their best self and to deliver the best quality possible.

## Languages

Dutch (native)	● ● ● ● ●
English	● ● ● ● ●
German	● ● ● ● ●
Polish	● ● ● ● ●

## Skills

Spatial design, architecture	● ● ● ● ●
Pacing, flow and guidance	● ● ● ● ●
Environment Art	● ● ● ● ●
(Visual) Scripting & AI Setup	● ● ● ● ●
Management	● ● ● ● ●

## Software Experience

### Game Engines:

Unreal Engine 3, 4 & 5, CryEngine, Dunia 2, Anvil Next, id Tech 3

### Event Tools:

Sequencer (UE), Trackview (CryEngine)

### Scripting languages:

Blueprint (UE), PHP, C/C++ (basic), HTML, Flowgraph (CryEngine)

### Production Tools:

MS Office, Adobe Suite, Tortoise SVN, Perforce, Test Track Pro, Jira, Confluence, Miro