

# Finn Slutter

level designer



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📍 The Netherlands

🔗 Portfolio

## 🧠 SKILLS

### Software

- Unreal Engine 4/5
- Jira
- Confluence
- Perforce
- Miro
- Adobe suite
- Blender
- Unity
- Godot

### Hard skills

- Level design
- Design documentation
- Visual scripting
- Rapid prototyping
- Game design
- 3D modeling
- Sketching

## 🌐 LANGUAGES

- Dutch (native)
- English (fluent)

## 📁 EXPERIENCE

### Climax Studios

Associate Level Designer

September 2024 – present

## 👤 PROFILE

I'm Finn Slutter, a level designer with AAA and co-development experience currently working at Climax Studios. I studied game design at Breda University of Applied Sciences. I am a designer with a focus and eye for the player experience, creating play spaces and moments that the player will remember.

## 📁 PROJECTS

### Exodus | Climax Studios

Associate level designer

September 2024 – present

- **Contributed in defining the concept for levels** by doing quick level prototypes.
- **Build exploration spaces** that allow the player to move through a space based on their interests and curiosity.
- **Build traversal spaces** that challenge the player to use all their tools to progress.
- **Build intricate combat spaces** that make the player plan, move, and execute cool fights that evolve.
- **Scripted custom level events** to create unique moments.
- **Work with the narrative** to create the moment necessary to fit the bigger story.

### Atan | Team project

Level designer

September 2023 – June 2024

- Planned the levels for the game using a **4-step level design process** and aimed the intensity towards a **3-act structure**.
- Found interesting gameplay moments through **gym investigations**.
- **Build onboarding** to help the player understand the gameplay mechanics.
- **Set dress** parts of the level to ensure the gameplay intention stays intact and to gain a better understanding of the **environment art pipeline**.

### Pango | Team project

Level designer

April 2023 – June 2023

- Planned the levels using the **4-step level design process**
- **Sketched** level challenges for **two different movement modes**.
- Build and tested gameplay moments in **gyms**.
- **Tested and iterated** upon 3 of the 5 levels in the game (onboarding, introduction, and development).
- **Scripted level ingredients and character behaviour** to help with player guidance.

### Burrow Keep | Solo project

Level designer

September 2022 – October 2022

- **Researched** Quake's level design and **game loop** to inform the design of my level.
- Created a **metrics gym** to find the limitations of the character and enemies.
- **Blocked out the level** in stages to allow for adjustments.
- Set up **scripted events** using the tools available in TrenchBroom.
- **Iterated** on the level based on **player feedback**.
- **Set dressed** using trim sheets and **lit the level**.

You can find more about these projects on my portfolio

## 🎓 EDUCATION

### Creative Media and Game Technologies

Breda University of Applied Sciences

2021 – June 2025

- Bachelor of Science specializing in level design
- Won a best student game Bafta for our 3rd year project

### Bachelor Industrial Design Engineering

University of Twente

2017 – 2021

- Bachelor of science specializing in product design
- Minor in game design (2020)
- Graduated in 2021 with a thesis on applied games