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🌐 www.gillianvos.com

📍 Rotterdam,
The Netherlands

ABOUT ME

Dedicated and creative level designer with a passion for flow and immersive experiences. Proficient in utilizing industry-standard tools and possessing a keen understanding of integration of game mechanics, player psychology, and playable spaces. Also have skills in collaborating effectively with multidisciplinary teams to bring a vision to life.

EDUCATION

Game design and production
Breda University of Applied Sciences
2021 - PRESENT

Graphic design
Grafisch Lyceum Rotterdam
2016 - 2019

SKILLS

Unreal Engine ● Level design
Adobe CC ● Graphic Design
Time management
Organization ● Resillience

LANGUAGE

Dutch - Native language
English - Level C2
German - Level B1

HOBBIES

Reading ● Visiting museums
Cooking and baking
Going to the movies

GILLIAN VOS
LEVEL DESIGNER

GAME PROJECTS

● Feb 2025 - June 2025
GUERRILLA GAMES - Art producer intern
Responsible for tracking and managing key art assets leading up to content lock. Supporting the art production pipeline by monitoring asset progress, identifying risks, and ensuring dependencies are addressed. Working together to facilitate cross-disciplinary collaboration and ensure a smooth workflow toward project deadlines.

○ Sept 2023 - July 2024
SICARIA - 3RD person stealth
Responsible for leading the team from September until January by making design artefacts and from January till July responsible for the onboarding level design. Working together with environment artists, level designers and scripted event team to make a cinematic level experience.
Rookies Finalist
Released on Steam with an 81% very positive rating

○ April 2023 - July 2023
METHOD OF LOCI - 3RD person narrative
Responsible for production, team management and project management. Managed a team of 16 people.

○ Oct 2022 - Jan 2023
DEVIANTS - Puzzle co-op
Responsible for the concept vision, general game design and level design of the demo. Designing abilities and a top-down level for two players to play. Collaboration with environment artists and programmers.

○ Apr 2022 - July 2023
TIKI TARADIDDLES - 2.5D platformer
Responsible for the concept vision, general game design and level design. Collaboration done with environment artists and other level designers. Level focused on combining new ways to adapt older mechanics that were introduced in the game.
Game won BUAS best game design of Y1

EXTRA ACTIVITIES

● 2023 - 2024
Student representative
Skills include: data analysis, community outreach, writing, presenting and planning

○ 2022 - 2024
Student mentor
Skills include: tutoring game design students, non-judgemental approach to giving feedback, and organising presentations

○ 2021- 2022
Club lead
Skills include: organizing weekly meetings, leading meeting discussions and arranging club templates