



SEBASTIAN BINDER

LEVEL DESIGNER



ABOUT ME

My name is Sebastian Binder, I'm a Level Designer currently working at Bird Island (formerly PortaPlay) on an unannounced project.

With 3 years of work experience, I am currently looking for any level design position.



EXPERIENCE

Level Designer, Unannounced Project

Bird Island

March 2023 – Present

- Development of level design pipeline, standards and modular game kits.
- Concepting and development of all level content for vertical slice build.
- More information can be disclosed during an interview.

Level Designer, Gerda A Flame In Winter & Liva DLC (Narrative RPG)

Bird Island

Intimate Narrative RPG-lite following Gerda & Liva through the events of World War 2. Made in Unity.

September 2021 – March 2023

- Ownership over various levels from concepting to the level greybox to the final shippable product.
- This includes integrating gameplay systems into the level flow, distributing various resources and items, scripting complex sequences, adjusting **encounters**, animations and cameras to support the intended narrative experience.
- Collaboration with various disciplines to ensure the smooth implementation of art, sound and any unique gameplay/mechanics
- Responsible for the iteration process from the early stages of white box to the final shippable product for two of the **tentpole** levels including the **game finale**.

Lead Level Design, Arid (Survival Game)

Breda University of Applied Science

Arid is an exploration-survival game most arid place in the world: The Atacama. Developed in UE4.

September 2020 – June 2021

- My responsibility was to **oversee** the **environmental team** of 3 level designers and 4 environmental artist ensuring cohesion between the playable space and visual elements.
- I was responsible for **created 1/3** of the **games total map**, by creating blockouts, integrating core mechanics, **scripting key events** & improving the map flow based on player feedback.
- I created core level design documentation to ensure work consistency, planned out all level content, establish key level metrics and modular build sets.

Level Design, Levis Umbra (Stealth Game)

Breda University of Applied Science

A third-person action stealth game set in a mining facility overrun by rogue AI. Developed in UE4.

May 2020 – June 2020

- I was responsible for **creating 1/3** of the **playable content** by designing and building the 1st level to the game which also served as the onboarding level.
- I scripted key events, **integrated A.I.**, balanced gameplay, and utilized a heatmap data tool for a professional iteration cycle to improve the player experience.
- I maintained cross-disciplinary communication to ensure smooth implementation of core mechanics as well as the integration of the art pass.



EDUCATION

Bachelor in Game Design & Production:

Breda University of Applied Science

September 2018 – July 2022



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Current located:
Kopenhagen, Denmark



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[LinkedIn Profile](#)

Skills

- Level Design & Planning
- Level Iteration & Testing
- Visual Scripting
- Game Design
- Design Documentation
- Player Centric Design
- Agile Development

Software



UE4



Unity



Photoshop



SketchUp



Jira



Perforce

Languages

German: Native

English: Fluent

Spanish: Intermediate

Hobbies

- Games (mmorpgs, strategy, tabletop, D&D)
- Playing Chess
- Listening to ASMR
- Reading High Fantasy Fiction