



BOB VERHOEF

SENIOR LEVEL DESIGNER

CONTACT

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SKILLS

Unreal Engine 4/5

- Blueprint visual scripting
- Sequencer scripted & animated events
- Black Boards and Behaviour trees
- ABP / Locomotion & Blend Spaces

Unity Engine

- Playmaker
- Functional-State-Machine scripting
- C# scripting
- Bolt Visual Scripting
- Timeline scripted & animated events

Valve Hammer Editor (Source)

- Half-Life 2 tools
- L4D2 tools

Blender

- Blockout / Low-Poly

Spoken Languages

Dutch (native) • English (fluent)

EDUCATION



Breda University of Applied Sciences / The Netherlands, Breda
September 2016 – July 2021
Game Architecture & Design - Design & Production

EXPERIENCE



SENIOR LEVEL DESIGNER, full-time

Climax Studios / April 2025 - Present

EXODUST™ • AAA 3rd person sci-fi shooter action RPG

- Spearheading designated chunk of core game content from concept to blockout, all the way to presentable stage, guiding multiple design strike-teams together with lead
- **Blockout, iteration and scripting for multiple pieces of core content:** complete level blockouts • bespoke level mechanics and systems • combat encounter implementation and iteration • companion AI scripting • bespoke cinematic-gameplay event design and implementation • action-adventure grade puzzle designs • player-onboarding sections • dialogue implementation • mission objective and checkpoint implementation • NPC + quest system implementation and scripting
- Mentoring junior members of the design team and providing feedback on (level) design work of fellow team members
- Onboarding new team members to project design- philosophy, workflow and tools
- Presenting content to- and interacting directly with client/project-directors receiving and reacting to client/director feedback



LEVEL DESIGNER, full-time

Climax Studios / Mar 2023 - April 2025

EXODUST™ • AAA 3rd person sci-fi shooter action RPG

- **Blockout, iteration and scripting for multiple pieces of core content:** level area blockouts • bespoke level mechanics • combat encounter implementation and iteration • companion AI scripting • bespoke cinematic-gameplay event design and implementation • dialogue implementation • mission objective and checkpoint implementation



LEVEL DESIGNER, full-time

Rogueside NV / Sep 2020 - Jul 2022

Warhammer 40,000: Shootas, Blood and Teef

- Designed and developed single player / co-op campaign for an indie 2D side scrolling shoot-em-up from concept/block out to completion