



JENNY LOIKKANEN

Level Designer









PROFILE

I am a Level Design student with three years of experience designing levels for games in multiple genres. I possess a solid narrative background and a strong work ethic due to managing my own book publishing company and working as a writer. I am a creative problem-solver, self-motivated, and continuously learning to improve.

CONTACT

-  jenny@jenny.games
-  www.jenny.games
-  Netherlands
-  linkedin.com/in/jennyloikkanen

SKILLS

-  Level Design
-  Narrative Design & Writing
-  Game Design & Processes
-  Design Documentation
-  Visual Scripting (Unreal Engine)
-  Basic 3D Modeling (Blender)
-  Image Editing (Photoshop)
-  Agile Development (Scrum)

LANGUAGES

- Finnish** - Native
- English** - Fluent
- Swedish** - Intermediate
- Dutch** - Beginner

INTERESTS

Video games, board games, reading, photography, drawing, traveling

EDUCATION

GAME DESIGN & PRODUCTION

2021 - Present

Breda University of Applied Sciences, Netherlands

- Bachelor of Science in Creative Media and Game Technologies, focusing on Level Design for Games.
- Set to graduate with honors in June 2025.

INTERNATIONAL MANAGEMENT

2012 - 2015

Jönköping International Business School, Sweden

- Bachelor of Science in Business Administration and Economics.
- Study abroad semester at Kansai Gaidai University, Japan.

GAME PROJECTS

LEVEL DESIGNER | TBA

2023 - Present

3rd-Person Stealth Action-Adventure Game | Team Size: 30+ | UE 5

- Sketching, grey-boxing, and collaborating with artists to set-dress a level.
- Implementing and balancing combat encounters, iterating based on data.
- Implementing level design ingredients with Unreal Engine visual scripting.

LEVEL DESIGNER | Enshrouded Isle

2023 - 2024

Open-World RPG Level Section | Solo Project | Divinity Engine 2

- Designed a small open-world level mod for Divinity: Original Sin II.
- 3D terrain sculpted and set-dressed the level, iterating based on playtesting.
- Designed a mission, puzzle, and a combat encounter for a roleplaying game.

LEVEL DESIGNER | Echoes of Silence

2022 - 2023

3rd-Person Adventure Game | Team Size: 16 | UE 5

- Designed player onboarding, the main mission, and narrative beats.
- Playtested and iterated on the storytelling and onboarding based on data.
- Maintained multi-disciplinary communication and Scrum practices.

LEVEL DESIGNER | The Devil's Bathhouse

2022

FPS Level for Quake | Solo Project | Trenchbroom

- Sketched, grey boxed, and set-dressed the level, iterating based on data.
- Implemented and balanced combat encounters and environmental hazards.
- Researched Quake to understand the intended player experience.

LEVEL DESIGNER | Astrohaunt

2022

Isometric Shooter Game | Team Size: 12 | UE 5

- Designed enemies, enemy encounters, and the enemy-capturing minigame.
- Sketched, grey boxed, and partially set-dressed the first level of the game.
- Playtested and iterated on the level based on playtest data.

WORK EXPERIENCE

CEO & FOUNDER

2016 - Present

Taiga Media Ltd | Book Publishing

- Managing a team of writers and editors to produce fiction books.
- Researching, writing, editing, publishing, and marketing books.

ACHIEVEMENTS & ASSOCIATIONS

STUDENT MENTOR

2022 - Present

Breda University of Applied Sciences

- Volunteering to help other students with their academic and project work.

SCHOLARSHIP | Jönköping Chamber of Commerce

2014

VICE PRESIDENT OF COMMUNICATION

2013 - 2014

AIESEC Jönköping | Student Organization

- Managed a team responsible for the organization's communication and marketing activities.