

Maarten Frooninckx – Level designer

Info

- Name: Maarten "marnamai" Frooninckx
- Occupation: Currently unemployed; looking for work
- Preferred role: Level Designer
- Email: marnamai@hotmail.com
- Website: www.marnamai.interlopers.net
- Location: Belgium (willing to relocate)

Awards & articles

- 1st place in the [Interlopers.net](http://www.interlopers.net) 'The Lost Journey' level design contest (2014)
- 1st place in the [RTSL](http://www.rtsl.com) 'CityStreetsVille' level design contest (2015)
- Shared 1st place in the [RTSL](http://www.rtsl.com) 'Run Think Shoot Live' level design contest (2015)
- 1st place in [RTSL](http://www.rtsl.com) 'LiberationVille' level design contest (2016)
- [Mapcore.net interview](#)

Core skills

- Blocking out a level with a good eye for scale, composition, and flow
- Solid understanding of gameplay mechanics and pacing
- Scripting (I/O & flow graphs)
- Texturing and lighting, scripted events, optimization
- Interpreting playtest data and making tweaks based on feedback

Additional skills

- Lighting & composition
- High & low-poly modelling
- Sculpting with Mudbox
- Unwrapping & texturing
- Prepping models for use in game (optimization, LODs, setting up materials, collision proxies)
- Basic animation
- Rigging & skin weighting

Software

- Source SDK (Hammer, Faceposer, Particle editor)
- CryEngine EaaS
- 3ds Max
- Mudbox
- Substance Painter
- Photoshop CS6
- Hansoft
- Perforce

Studies

- Game Artist, Syntra Hasselt (2012–2015)
- Interactive Multimedia Design, KHM Mechelen (2005–2006)
- Applied arts and design, Wijnpers Leuven (1999–2005)
- 10 years of autodidacticism in level design

Past Work Experience

- Production operator, various inbetween jobs in medical sector (2015–2017)
- Production operator, photovoltaic solar cells at Photovoltech (2010–2012)
- Production, photovoltaic solar panels at Soltech (2007–2010)

Languages

- Dutch
- English