

Jasper Oprel

jasper@oprel.work • +316-43408977 • The Netherlands

Game Designer and Level Designer with a background in indie games, architecture and programming. Highly curious and loves creative problem-solving. Available to relocate.

Portfolio: <https://oprel.work>

Experience / Shipped Games

2020 – 2024

Surmount, co-creator

PC, Nintendo Switch

- Created a unique yet intuitive physics-based character controller by prototyping, integrating and fine-tuning the 3C's. Praised as easy to pick up, but hard to master.
- Developed a complex procedural level generation system that seamlessly blends together chunks of predefined challenges to form engaging levels.
- Allowed multiple players of varying skill levels to play together by implementing various forms of rubber banding and accessibility options.
- Prototyped, designed, iterated on and polished ~20 play hours of designed level content.
- Integrated systems based on designs by my co-creator and adapted them to technical and performance constraints. Refined large and complex scenes to reach stable frame rates.

2023

Berry People, co-creator

PC, Nintendo Switch

- Created an engaging open world to explore through sightlines and metroidvania elements.
- Developed a suite custom shaders and Unity toolkits to streamline content creation and rapid prototyping; wrote supporting technical design documentation.
- Rapidly iterated multiple versions of the game in-engine, focusing on player interaction.

I have also shipped many free games over the years, which you can find on my [portfolio](#). These games have been showcased at events such as GDC and A MAZE.

Education

2017 – 2021

Bsc Game Design, HKU Games & Interaction

Utrecht

Led multiple teams on projects for real-world clients, balancing these with personal game development projects. Served on the school advisory board, contributing to curriculum development.

2013 – 2017

Bsc Architecture, Technical University Delft

Delft

Acquired skills in spatial design on architectural and urban scales. Transitioned to Game Design in the final year to pursue a passion for interactive digital experiences.

Skills

Software: Unity, Unreal Engine, Adobe CC, Excel, Maya, Blender

Programming: C#, Lua, Python, Perl, Javascript, Visual Scripting

Personal: Analytical, active listener, self-starter, transparent, flexible

Languages: English & Dutch (*native*), German & French (*working knowledge*)