



SEBASTIAN BINDER

LEVEL DESIGNER



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Technical Skills



Unreal



Unity



Godot



Gaea 2



Jira



Perforce



SketchUp

Languages

German: Native

English: Fluent

Spanish: Intermediate

Hobbies

- Chess
- High Fantasy Fiction
- Dungeons and Dragons
- ASMR



ABOUT ME

Level & World Designer with 4+ years of experience delivering open-world, mission-based, and narrative levels for AAA and indie projects, with a strong focus on player experience and collaborative design.



EXPERIENCE

Avalanche Studios, Contraband

Experienced World Designer

October 2024 – October 2025

- Designed and sculpted **large-scale terrain** accounting for road networks, gameplay flow, mission locations, and performance.
- Designed and developed **mission content** and **side activities** including both vehicular and on-foot content.
- Built a **smooth driving and vehicular combat** experience throughout the entire world while also supporting other systems such as the player navigation, AI directed convoys and world sim.

Bird Island, Unannounced Project

Level Designer

March 2023 – October 2024

- Built the level design **gym, pipeline and modular kits**, establishing standards used across the project.
- Designed all playable level content for the vertical slice, **collaborating cross-discipline** to meet milestone quality.
- **Scripted** key prototype features to establish the core combat system.

Bird Island, Gerda a Flame in Winter + DLC

Level Designer

September 2021 – March 2023

- Owned multiple levels from **concept to final release**, integrating systems, resources, and scripted sequences.
- Iterated encounters, animations, and cameras to deliver key **narrative** experiences, including two tentpole levels and the game's finale.
- Collaborated with art, audio, and narrative to deliver **cohesive player experiences**.

Breda University of Applied Science, Arid

Lead Level Designer

September 2020 – June 2021

- Led a **7-person design/art team**, ensuring cohesion between gameplay space and visual identity.
- Designed **one-third of the total map**, integrating mechanics, scripted events and player feedback.



EDUCATION

Bachelor in Game Design & Production at Breda University of Applied Science

September 2018 – July 2022