



Jan Tommel

Senior Level Designer

👤 Profile

Hello! My name is Jan Tommel, and I am a Senior Level Designer. I have 8 years of experience as a professional level designer, having worked all across Europe in companies such as: Ubisoft, Bohemia Interactive, Paladin Studios, and now Rebellion Developments

📁 Employment History

Senior Level Designer at Rebellion Developments, Oxford, United Kingdom

July 2023 — Present

Experienced Level Designer at Rebellion Developments, Oxford, United Kingdom

July 2022 — July 2023

Level Designer at Rebellion Developments, Oxford, United Kingdom

April 2020 — Present

Junior Level Designer at Ubisoft, Bucharest, Romania

April 2018 — April 2020

Junior Level Designer at Bohemia Interactive, Brno, Czech Republic

September 2017 — March 2018

Junior Game Designer at Paladin Studios, The Hague, The Netherlands

January 2017 — August 2017

🎓 Education

Game Architecture & Design, NHTV Breda University of Professional Education, Breda, The Netherlands

March 2018

HAVO, Corderius College, Amersfoort, The Netherlands

2010 — 2012

MAVO, Corderius College, Amersfoort, The Netherlands

2007 — 2010

★ Launched Titles

Sniper Elite 5, Rebellion Developments (2022)

Rainbow Six: Extraction, Ubisoft (2022)

Ghost Recon: Breakpoint, Ubisoft (2019)

Vigor, Bohemia Interactive (2019)

Stormbound: Kingdom Wars, Paladin Studios (2017)

Details

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Date of birth

1 November 1993

Nationality

Dutch

Links

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[Linkedin](#)