

Toine Giesberts

Game and Narrative Designer

Projects

Prison Break - Designer (August 2022 to present)

2D Rogue lite Hack-and-Slash

Year-long college capstone project created by a group of eight designers

- Designed and drew over two hundred rooms for our game's random map generator to pull from, including the central hub of the game
- Created and iterated on enemy stats, move sets, and items
- Wrote out dialogue scripts for characters and bosses, along with detailed quest descriptions and plots

Ultra Disc Club - Design Lead (January 2022)

Top-down 3D multiplayer sports game, based on Windjammers™

Created by a class of 26 over the course of four months

- Maintained an asset list, coordinated with other team leads and directed a small team of designers, assessed and distributed weekly tasks
- Pitched, assembled, and decorated several arena levels

One Man Band - Design Assistant (January 2022)

Isometric pixel RPG with exploration and puzzle mechanics

Created by GADIG, a game student organization

- Managed a small team of game designers
- Concepted and created level designs

Work Experience

QA Intern - PartyGames.AI (December 2022 to present)

- Tested game builds, wrote reports during production to help programmers assess the state of the games
- Wrote profiles and vocal quips for various characters to say over the course of a game for audio flair and engagement
- Assisted in creating marketing materials to be used for the platform

Lab Monitor - George Mason University (Sept 2019 to present)

- Part-Time; Long term observation of computers and VR equipment, providing assistance and information on the use of equipment

Extracurricular Activities

Game Analysis and Design Interest Group (GADIG) - (2021 to present)

Student organization dedication to creating a new game every semester; Club participation consists of an average of 50+ people

• Design Director (2022 to present)

- Organized design team members, assembled weekly meeting agendas
- Split design into different focus groups depending on members' specific interests and skills

• Design Assistant (2021 to 2022)

GAMEmason Planning Committee - (August 2022 to January 2023)

Committee consisting of George Mason faculty and students to organize and facilitate the GAMEmason event

CONTACT ME

✉ EMAIL

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✎ PORTFOLIO

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in LINKEDIN

linkedin.com/in/toine-giesberts/

Education

B.F.A. - Computer Game Design

George Mason University

GPA 3.47

2019 - 2023

Advanced Degree

Woodbridge Senior High School

2015 - 2019

Application Skills

- Unity
- Unreal Engine 4
- Microsoft Office Suite
- Google Suite
- Figma
- Blender
- 3DS Max
- Sourcetree
- Github
- JIRA
- Height

Interests

- **Favorite Games:** *Fallout: New Vegas, Hi-Fi Rush, PowerWash Simulator*
- **Hobbies**
 - Video games
 - Cooking
 - 3d Modeling
 - D&D 5e