

Toine Giesberts

Game and Narrative Designer

Projects

Prison Break - Designer (August 2022 to March 2024)

2D Rogue lite Hack-and-Slash

Game that started as a college project created by a group of 8 game developers

- 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 to April 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 to April 2022)

Isometric pixel RPG with exploration and puzzle mechanics

Created by GADIG, a student game design organization made up of 30-40 people

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

Work Experience

QA Intern - PartyGames.AI (December 2022 to May 2023)

- 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 May 2023)

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

Game Development Groups

Swamp Goblin - (April 2023 to Present)

Group of DC, Virginia, Maryland game developers

International Game Developers Association DC - (April 2023 to Present)

Group of DC game developers

Virginia Serious Game Institute - (April 2023 to Present)

Group founded by George Mason University professors with an emphasis on serious games, and a dedicated incubation program

Game Analysis and Design Interest Group (GADIG) - (2021 to 2023)

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

- **Design Director (2022 to 2023)**

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

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



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PORTFOLIO

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LINKEDIN

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Education

B.F.A. - Computer Game Design

George Mason University

GPA 3.47

2019 - 2023

Application Skills

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

Abilities

- Leadership
- Group Coordination
- Level Design 2D
- Level Design 3D
- Quest Design
- Boss Design
- Narrative Design
- Game Progression Planning
- Event Planning
- Public Speaking
- Team Management
- Long Term Project Management
- Customer Service
- Online Education