



THOMAS BOONE

Game & Narrative Designer

SOFTWARES

Unity/C#	●●●●○
HacknPlan	●●●●○
Microsoft Office	●●●●○
Maya	●●●●○
Blender	●●●●○
Photoshop	●●●●○
Unreal Engine	●●●●○

LANGUAGES

Dutch	●●●●●
French	●●●●○
English	●●●●○
German	●●●●○

HOBBIES

Gaming
Writing
Reading
Dancing

CONTACT & SOCIALS

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[Thomas Boone | LinkedIn](#)

<https://thomas-97.itch.io/>

[Thomas Boone | YouTube](#)

EDUCATION

Howest – Digital Arts & Entertainment

2020 - 2023

In my major called *Independent Game Production* I learn about and practice the whole process behind the development of a game.

KU Leuven – Masters Western Literature & Business Communication

2015 - 2020

After having completed a bachelor in linguistics and literary science, I decided to expand my knowledge on the universe of literature and on communication skills.

EXPERIENCE

eXiin – Game & Narrative Designer Intern

February 2023 – May 2023

I designed levels, quests and combat next to writing out dialogue and story choices for their current, unannounced project.

Studio Waterzooi – Game Developer/Designer

August 2022 – September 2022

I prototyped several concepts for future projects using Unity and Photoshop. Aside from that, I assisted the developer at Gamescom 2022 to promote "Please, Touch The Artwork".

ARhus – Communication Intern

February 2020 – March 2020

During the internship I developed my communication skills. I performed an internal communication audit and I also researched techniques and strategies to improve the internal communication.

PROFILE

I'm a **passionate** and **creative** student who is looking for an **interesting** and **horizon-broadening** job. I like to consider myself as someone who tries to captivate the bigger picture in everything he does.

Clear communication and **deep trust** are two values I like to uphold. That's why I'm a team player who wants to grow and give his best to create unforgettable experiences.