

# Gus De Tommaso

## Game/Quest Designer

[Portfolio](#) | [LinkedIn](#) | [gusdetommaso@gmail.com](mailto:gusdetommaso@gmail.com) | +44 (0)7714211713

### Profile

I am a skilled and passionate Game Designer with **2+ years industry experience**. I have worked in the **Indie** and **AAA** space, creating high quality content for a variety of genres and have **shipped a title** across both PC and console platforms. My goal is to work seamlessly and collaboratively with other skilled developers to create **immersive gameplay experiences** at a high level.

---

### Industry Experience

#### Game Designer (Quest), Double Eleven Fallout 76 - Skyline Valley Update

(Sep 2023 - Present)

Participated in the placement program before being made a Junior Designer. Was responsible for taking ownership of multiple main quests and various side quest content. Such as:

- Creating **mission blockouts** that facilitated compelling exploration elements.
- Designing and implementing **complex mechanics** within a **proprietary** engine.
- Balancing **combat** encounters that scale in difficulty to a player's level.
- Mission **scripting** that allowed for core quest functionality and **checkpointing**.
- Extensive **pitching** and feedback communications with the **client**.
- Conceptualising and **documenting** gameplay ideas and mechanics.
- Planning pass 0 paper design documents detailing core quest beats and relevant information for **Level and Tech Designers**.
- Collaborating with the Code department to assist in **tool development** to facilitate Design pipelines.

#### Narrative Designer, RetroDrive Studio Retrodrive 2 (Currently Unreleased)

(Nov 2022 - Aug 2023)

As one of only two Narrative Designers on this project, I was responsible for creating a holistic world narrative that fit within the unique environment we had made. These responsibilities included:

- **Designing missions** from a macro level down to beat-to-beat details.
  - Writing and storyboarding for **cutscenes** and mission **dialogue**.
  - Using **custom plug-ins** for a bespoke dialogue system within **Unreal Engine**.
  - Crafted a detailed and accessible **lore bible** for use by other developers.
  - Collaborated closely with **Level Designers** and **Artists** to ensure on both theming and mission flow.
- 

### Skills

Through my work in development, I have acquired a set of skills that enable me to utilise my creative talents, both for smaller scale independent projects and for larger client-based work. These skills include:

- Honed design sensibilities, particularly in **mission** and **narrative** capacities.

- Strong knowledge of **game theory**.
  - Fast-learning with **design systems** and **game engines**.
  - Strong familiarity with both **Waterfall** and **Agile** methodologies.
  - Excellent **teamwork** and **collaboration** skills.
  - Very comfortable with **written** and **verbal** communication.
- 

## Extra-Curricular

**Lecture, Kingston University** (Nov 2024)  
I will be delivering a talk to the final year Game Design students at Kingston University about key skills needed in quest and narrative design, as well as describing my own journey into the industry.

**Host, WASD Careers Stage** (Mar 2023)  
I was one of three hosts that introduced visiting speakers and was responsible for making the speakers feel welcome and able to deliver their talks effectively.

**Member of the Writer's Guild of Great Britain** (Sep 2022 - Present)  
I am an avid member of the WGGGB and regularly attend their talks and meetups, both to keep up to date with industry happenings and to continue developing my skills amongst other writers.

**Exhibiter, Develop: Brighton Conference** (July 2023)  
I was part of the RetroDrive dev team that was promoting our game on the exhibition floor at Develop, speaking to the public and engaging in social media to produce interest for the game.

**Mentee, Limit Break Mentorship Program** (Apr 2023 - Present)  
I have been a mentee for the LB program for 2 years and am also intending to become a mentor for the program next year.

---

## Education

**Game Design, BA (Partial), University of Arts London** (Sep 2021 - Jun 2024)  
I completed two of the three years of studying, averaging at a high 1st, before accepting a full time job offer in the industry and leaving university early.

**Joint Honours Philosophy & Theology, Durham University** (Sep 2015 - Jun 2018)  
Attained a high 2:1 Bachelor of Arts in both Philosophy and Theology, specialising in the Mediaeval Theology of St. Thomas Aquinas, Moral Sociology, and the collected works of Friedrich Nietzsche.

---

## Interests

I have a strong interest in current game trends and staying up to date with new releases in the tech sector. Alongside playing the newest games, I like to explore the journalistic coverage of the state of the industry and the thoughts of the dev community.

---

**References:** Available upon request.