






JOOST ROL

TECHNICAL GAME DESIGNER

My name is Joost Rol and I'm a 3rd-year game design student specializing in technical design. Devoted to perfecting game feel and shaping gameplay with strong attention to detail.

CONTACT

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-  Breda, Netherlands

EDUCATION

Creative Media & Game Technologies

Breda University
2020 - now

VWO-Atheneum (NT&NG)

Lyceum Oudehoven
2014 - 2020

SKILLS

Game Design

Feature prototyping
Visual documentation
Iterative design
Playtesting & QA
Design principles
Scrum / Agile

Software

Jira / Confluence
Unreal Engine
Unity
Miro
Trello
Notion

Microsoft Office

Adobe Photoshop
Adobe Premiere
Adobe Illustrator

Ableton Live

EXPERIENCE

Divided Skies / Technical Designer

University project | September 2022 to now | 30 people

Divided Skies is an open world narrative game set in a futuristic Mumbai. You play as an outlaw on a hoverbike, completing missions to bring justice to the city.

- **Designed movement** and camera system for flying movement, through extensive research and iterations.
- **Prototyped and iterated** multiple gameplay features based on playtesting, to promote intended player behavior.

Duckside of the Moon / Technical Designer

University project | March to July 2022 | 22 people

Duckside of the Moon is a survival game about an adorable duck finding his way back home to Earth. It was nominated best student game 2022 by Dutch Game Awards.

- **Designed movement** and camera metrics for grounded, flying and boosting movement.
- **Designed and implemented core game loop** from research to playtesting ensuring a polished experience.
- **Awarded best design** of year 2 games at BUAS 2022.

BAJA: Temple of the Gods / Technical Designer

University project | April to June 2021 | 14 people

BAJA is an action game where you play as an adorable chinchilla exploring a dangerous world.

- **Designed all core features:** movement, dodge and ranged attack from prototype to playtesting, polishing them to an engaging and interlocking game loop.
- **Planning and overseeing player feedback**, ensuring a satisfying and cohesive game feel by working closely with artists.