



# Jonas Konstantin Pastoors

Game Design / Narrative Design

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## GAMES INDUSTRY EXPERIENCE

09/2020 – present

**Junior Game Designer / Junior Narrative Designer at Gaming Minds Studios**

- Narrative Design and Writing on the unreleased historical train-management sim Railway Empire 2
- Game Design and Writing on the historical management sim Port Royale 4
- Game Design on the Port Royale 4 DLC Buccaneers
- Writing for the Railway Empire DLC Japan
- Writing and Narrative Design for the unreleased third person pirate game Tortuga

10/2018 - 07/2019

**Game Designer at Giant Gun Games**

- Game Design on the first-person shooter/rogue-like Maze Slaughter
- Developing player-profiles and determining a core target group
- Researching and designing new features
- Creating game pitches to present to publishers

04/2018 - 09/2018

**Game- and Narrative Design Internship at KING Art GmbH**

- Game Design on the real time strategy game Iron Harvest
- Game Design on an unannounced project
- Scripting logic using a proprietary toolset
- Researching features, then documenting and presenting new insights to the design team
- Designing and documenting UX-concepts for new features
- Creating and documenting concepts as a Puzzle Designer
- Writing dialogues and flavortexts

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## TALKS AND LECTURES

05/2022 – 07/2022

**Game Development Mentor at teech GmbH**

Gave a total of 8 1-hour lectures to highschool students as a basic introduction to game development. Topics were Blueprints in Unreal Engine 4, Level Design, Graphic Design and Sound Design.

03/2022

**Speaker at GDC 2022**

*“Making It Happen: How to Launch a Games Career”*

Presented a microtalk about breaking into the games industry with co-panelists

07/2021

**Speaker at GDC 2021**

*“The Impossible Quest: Getting a Job in Games”*

Presented a microtalk about breaking into the games industry with co-panelists

08/2020

**Speaker at Devcom Digital Conference 2020**

*“The Value of Empathy Bias, or: How group conflict can be used to enhance player retention through stronger relationships with NPCs”*

Presented a talk about NPC-design to attendees

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## EDUCATION

- 09/2019 – 07/2020      **Master's Degree in Game Technology (M.Sc.)**
- Graduated cum laude with a 9.6/10
  - Breda University of Applied Sciences, The Netherlands
  - Topic of Master's Thesis: *Enhanced parasocial relationships through the application of Intergroup Empathy Bias*
- 10/2015 – 03/2019      **Bachelor's Degree in Game Design (B.Sc.), average grade 1.8**
- Average grade 1.8 (Grade equivalent to 8.5/10)
  - Mediadesign University of Applied Sciences, Düsseldorf, Germany
  - Topic of Bachelor's Thesis: *Enhanced player motivation through parasocial relationships with NPCs*
- 09/2012 – 09/2015      **Bilingual Abitur (Degree comparable to International Baccalaureate)**
- Average grade 2.0 (Grade equivalent to 8/10)
  - Heinrich-Heine-Gymnasium, Oberhausen, Germany
- 09/2011 – 06/2012      **Diplôme d'études secondaires**
- Polyvalente Sainte-Thérèse, Montréal, Canada
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## OTHER WORK EXPERIENCE

- 05/2019 - 09/2019      **Michael Müller Verwaltungsges. mbH**  
Employed as office help for data processing and customer service for 10h/week
- 05/2015 - 08/2017      **Special Security Services Deutschland SSSD GmbH**  
Employed as a security and service person at events for 10h/week
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## LANGUAGE CERTIFICATES

### Certificate in Advanced English (CAE)

Grade: C1

### Diplôme d'études en langue française (DELF)

Grade: B2

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## SKILLS

### Personal Skills

Teamwork  
Organization  
Planning  
Problem Solving  
Presentation Skills

### Language Skills

German (Native Speaker)  
English (Proficient User - C1)  
French (Independent User - B2)  
Polish (Independent User - B2)

### Professional Skills

Game Design  
Prototyping  
Player Psychology  
Games Research  
Systems Design

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## ACHIEVEMENTS

- 05/2020      **Wrote a featured article on Game Developer and Game Career Guide**
- 01/2020      **2nd place at Youth for Public Transport (Y4PT) hackathon, Breda 2020**
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