



Jef Van Loon

GAME DESIGNER

EDUCATION

2024.09-2025.06 :

Master in the Audio Visual Arts

LUCA School of Arts - Game Design

2021.09-2024.06 :

Bachelor in the Audio Visual Arts

LUCA School of Arts - Game Design

WORK

2024.08

INTERNSHIP AS A NARRATIVE- AND LEVEL DESIGNER

2024.09

Edge of Dusk

- Creating multiple prototypes using Godot
- Narrative Design for Strom Peregrine
- Creating the first Campaign
- Networking on Gamescom
- Getting a first taste of a real Indie Studio environment

2023.01

2025.02

LUCA School
of Arts

SID-IN EXHIBITIONS : INFORMING POTENTIAL NEW STUDENTS ABOUT THE SCHOOL AND COURSE

- Public speaking
- Collaboration and teamwork
- Interpersonal Skills

2023.12

2024.10

De Kolonisten

STUDENT WORKER - SHOP ASSISTANT AND BARKEEP

- Multitasking
- Independently keeping the store open
- Building up relations with returning customers
- Event support

ABOUT ME

Hi, I'm
CasuallyJeffing or **Jef**

I'm an aspiring game and narrative designer from Belgium with a passion for exploring new styles and developing fresh ideas. I have a particular interest in visually appealing, story-driven games, but above all, I'm eager to expand my horizons and continuously learn new things.

I hope to one day be a part of an enthusiastic and close group of designers to produce unique and fun projects with.

Check out my work and more details on my portfolio website linked below!

CONTACT



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LANGUAGES

Dutch : Native Speaker
English : Fluent
French : Proficient

PROGRAMS

Unity
Godot
Blender
Adobe
Office