



THOMAS BELOTTI

PRINCIPAL GAME DESIGNER

CONTACT

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SKILLS

- Scripting
- Node Based Scripting
- Encounter Design
- Level Design
- Single and Multi Player Quest/Mission Design
- Interactive Object Design

TOOLS

- Decima Engine (Guerrilla)
- Rage Engine (Rockstar)
- Unreal Engine (Personal)
- Unity (Personal)
- Jira
- Miro
- C Sharp
- Photoshop

EDUCATION

BRIGHTON UNIVERSITY 2007 - 2011

- BSc in Computer Science

LANGUAGES

- English (Fluent)
- French (Fluent)
- Catalan (Basics)
- Spanish (Basics)

PROFILE

Leading with empathy, kindness and leaving ego at the door.

With over 13 years of experience in AAA game design, I've contributed to award-winning titles such as GTA V, Red Dead Redemption 2, and Horizon: Forbidden West.

My expertise spans both narrative-driven singleplayer and gameplay-focused multiplayer design.

Endlessly curious Game Designer with a relentless work ethic and a drive for learning new skills while continually improving existing ones.

WORK EXPERIENCE



Guerrilla

Amsterdam, Netherlands 2021 - PRESENT

Titles: Horizon: Forbidden West | The Burning Shores DLC
Unannounced Multiplayer Title

Principal Game Designer

- Working with the lead encounter designer to ensure the team's needs are met
- Pitch and implement general-use world activities while making sure the design is flexible, expandable and conform to project needs
- Pitch and design general-use interactive objects, creating prototypes to be handed over to technical design
- Assist in the design and implementation of the systemic encounter spawning system, including encounter compositions
- Review encounter spaces to make sure they meet the combat team's needs
- Assist the wider world design team with their technical queries on the various systems
- Mentoring of more junior designers

Senior World Activity Designer

- Design World Activities from pitch to release, including paper design, gray boxing, scripting, quest design
- World Design, designing the open world from graybox to populating the world with landmarks, designing the flow through the world
- Working closely with other disciplines such as Art, Audio, Programming, Tech Design, etc. to bring the content to fruition



Rockstar Games

Edinburgh, Scotland 2012 - 2021

Titles: Grand Theft Auto V | GTA Online Release and DLCs
Red Dead Redemption 2 | RDR Online Release and DLCs

Senior Content Designer

- Design multiplayer missions and game-modes from paper design to release using in-house mission design tools
- Designing and implementing mission-specific game systems
- Drive the collaboration with different departments and studios to create assets and systems
- Mentoring a sub-team of more junior Content Designers on new Content
- Providing regular reviews and feedback for Content Designers' work, ensuring adhesion to direction

Previous roles

Content Designer

Level Design Support

QA Tester