

Curriculum Vitae – Toby Hazes

Personalia

Name Ing. Toby Hazes MA
Date of Birth 14-10-1987
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Education

2005 – 2009 Utrecht School of the Arts
Game Design and Development, MA
Graduated: August 2009

1999 – 2005 De Waerdenborch, Holten
VWO NT
Graduated: July 2005

Work Experience

2010 - present Freelancer
Managenta

Writer
Ludomo Gamestudio
Writing scenario and dialogs

Game Designer
Cannibal Game Studios
Designing gameplay

Level Designer
FAnK
Designing and scripting levels

Writer
RANJ
Writing scenario and dialogs

2008 Game Designer & Level Designer
Coded Illusions
Designing NPC functionality and behavior
Designing and scripting levels

Skills

Game Design
Narrative Design & Writing
Scripting & Prototyping
Enthusiastic & Energetic
Team player & Communicative

Technical Experience

Unreal Engine scripting
Flash Actionscript
XNA C#

Activities

- 2010 – 2011
Great Designer Search 2, community participant
Magic the Gathering, Wizards of the Coast
Helped the finalists with their designs, designed a number of submitted cards. 2 of the finalists I supported were the big winners and were offered internships.
- 2009 – 2010
Hollandia, graduation & indie project
Utrecht School of the Arts
*Won the 2009 Dutch Game Award for Best Student Game
Present at the World Expo Shanghai, among others.*
- 2009
Narrative Game Design, seminar
Utrecht School of the Arts
Giving a seminar about narrative design to students; giving lectures, assessing concepts, giving feedback
- 2008 – 2009
Greed Corp, playtester
W! Games
Playtesting the game Greed Corp, for XBLA, PSN & Steam
- 2008
Charles Cecil's Minesweeper
Utrecht School of the Arts & OneBigGame
Working together with Charles Cecil to create a game for the charity portal, OneBigGame. To be released
- 2007
Game Design, class assistant
Utrecht School of the Arts
Assessing game concepts, documents and team work of students
- 2006
Introduction Camp
Utrecht School of the Arts
Organizing and realizing from scratch an introduction camp for new students
- 2005
Legend of the Seven Seas, educational game
iEARN & De Waerdenborch
Designing the gameplay. Presented at the iEARN world conference in Dakar, Senegal

Interests and Hobbies

Discovery
History, cultures and traveling
Writing and world building
Games
Fitness