

# Yiorgos Bereveskos

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## Game Master Experience

### Dungeons and Dragons 5th Edition

Summer 2019 – Present

- Designed and game-mastered eight campaigns, each set within a bespoke world.
- Crafted over one hundred unique player choice driven quests across worlds and campaigns.
- Guided over 500 hours of collaborative storytelling as a game master.
- Crafted quests and encounters from a player-first perspective in order to consistently provide fun and engaging adventures.
- Designed and implemented over one hundred unique combat encounters from skirmishes to epic boss fights.
- Built dozens of unique nations, cities, societies, cultures, factions, and religions across worlds and genres.
- Generated 100s of pages of lore and story documents.

## Professional Projects

### Project Horizon – Soulware LLC

Nov 2023 – Present

#### Roles: Director – Lead Designer – Producer

- Oversaw the creation of a playable prototype for Project Horizon as a proof of design concept in Unreal Engine 5.
- Conducted frequent team meetings to evaluate productivity and to ensure quality and deadline adherence.
- Crafted multiple design documents to aid my team in creating the prototype.
- Adapted the game's story and world from a homebrew TTRPG one-shot.

### Talon's Blade – Soulware LLC

May 2021 – May 2025

#### Roles: Director – Lead Designer – Producer – Quest Designer – Programmer – Artist

- Directed and shipped Talon's Blade, a third-person action-adventure game with a unique direction-based combat system using Unreal Engine 4.
- Designed and built a branching dialog system that allows for unique interaction and quest outcomes based on player choice.
- Crafted and filled 8 unique levels with quests, area content, character, structure, history, and lore.
- Wrote and Scripted dozens of multi-step quests.
- Collaborated with a multidisciplinary team of developers to create and implement thousands of assets and systems.
- Adapted the game's story and world from a homebrew TTRPG campaign.

### Lost Machines – Soulware

July 2020 – Feb 2021

#### Roles: Director – Lead Designer – Producer – Programmer – Artist

- Built a 2-D platformer set in a post-apocalyptic sci-fi world using Unreal Engine 4.
- Designed, scripted, and art passed all six levels and nine boss fights of Lost Machines.
- Crafted all enemies, combat encounters, and systems using Unreal Engine 4's visual node-based scripting.
- Modeled and rigged the player character, enemies, and environmental assets using Autodesk Maya.

## Education

### Purdue University – West Lafayette, IN

Aug 2018 – May 2022

B.S. Game Development and Design

GPA 3.94

Dean's List & Semester Honors – All Semesters

## Skills

**Tools:** Unreal Engine, Autodesk Maya, Blender, Steam SDK, Visual Studio, Adobe Creative Cloud, Audacity, FMOD, Reaper, Microsoft Office, Git, Jira, DaVinci Resolve, Substance Painter.

**Technical:** Gameplay Design, Quest Design, Mission Design, Narrative Design, Game Master, Encounter Design, RPG Design, Level Design, Narrative Design, White boxing, Scripting, Visual Scripting, UI/UX Design, Gameplay Testing, Quality Assurance Testing, Rendering Optimization, Kit Bashing, Material Authoring, Audio Authoring & Editing, Video Editing, Video Compositing, Scene Composition, Scene Lighting, Hard Surface Modelling, Weight Painting.

**Communication & Leadership:** Technical Documentation & Presentation, Leadership Experience, Project Management, Team Management, Collaboration Experience, Conflict Resolution, Cross-discipline Communication, Team Building.