

Experiences

Quest Designer, Big Bad Wolf Studio, Bordeaux, January 2020 - Present

Quest concept and technical documentation on *Vampire: The Masquerade - Swansong*, the upcoming narrative RPG. Level design, blocking, and integration of the quests. Scripting through blueprints in the engine and playtests of the experience.

Level Designer, Moonycat Entertainment, Montpellier, August - December 2019

Design documentation and blocking on the requested levels of *Metaphora: The Moonycat Quest* a solo adventure game. Follow-up and structuration of the narrative experience. Adaptation and integration of dialogs based on the script.

Game Designer, Tea for two, Paris, April - September 2019

Design of the core mechanics on *Snowtopia*, an upcoming ski resort management game. Update on the design documents, planning of the next updates with the main programmer and graphist for the online alpha.

Game & Narrative Designer, Smart Tale, Arles, June- August 2018

Main Game Designer of the studio. Concepts, design documents, and narration for two projects (PC & Consoles) of Smart Tale. Implementation of specific tools for prototype development. Design of a random events/dialogs system.

Game Designer, Eden Games, Lyon, April - June 2016

Joint work with the Eden Games teams on the development of a new mobile IP and on *Gear.Club Unlimited 2* (Nintendo Switch). Concepts, design documents, documentation updates, navigation, and menu flow.

Communication and Development, Eastern Bloc, Montréal, October 2015 - January 2016

Communication tools development, promoting events on social networks, media, and Eastern Bloc's network. Preparing the newsletter and helping with the new website.

Projects

Levels creation (Unreal Engine 4 & Dunia Engine)

Adventure, Exploration, Shoot - Level & Narrative Designer
Design of different levels on the Unreal Engine 4 and with the Far Cry 5 level editor (Dunia Engine).

Kaiju Snap (2017-2018, 4 months, Unreal Engine 4)

Exploration, Drone, VR - Level & Narrative Designer
Fly your reporter drone, film and take pictures of a giant creature through a tropical island!

Deadly Riff (2017, +2 months, Unity)

Rhythm & Versus - Game & Level Designer
Embodiment of a guitarist on his raft, hanging by the crowd. Keeping the rhythm and playing notes at the right time allows him to attack his opponent and try to make him fall off his raft.

The Day I met LAIA (2017, 4 months, Unity)

Audio adventure, puzzle - Game, Level & Narrative Designer
Play as UGO, a small maintenance robot awoken in a distressed spaceship by its Commandant locked away in the flight deck.

Skills



Languages

French: Native language

English: Working proficiency

Education

2016 - 2018 **Game Design Master's Degree, CNAM ENJMIN, Angoulême**

2015 - 2016 **Certificate of Higher Studies in Visual Arts (CESAP), European School of Visual Arts, Poitiers**

2011 - 2015 **National Diploma of Arts (DNAP), European School of Visual Arts, Poitiers**

2010 - 2011 **A-Levels in Literature, English and Visual Arts options, French Highschool of Barcelona**

2008 - 2010 **Highschool, Literature, Japanese option, Réunion Island**

Interests & Hobbies

 Action/Adventure, Narrative, Open world, Space flight simulator (*The Last of Us, Skyrim, Bioshock, Age of Empires II, Firewatch*)

 Game Jams (Global Game Jam, Gamerella, Ceci n'est pas un jeu,...)

 SciFi literature, Graphic novel & Comic book

 E-Sport (*Overwatch, League Of Legends*)

 Tropical plants

 Figurines & Papertoys