Marine Dunstetter
Developer serious game, gamification

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Troyes, 10000

Videogame Director, Game Art and Management - SUPINFOGAME - Aulnoy-lez-Valenciennes (2011-2013)

DUT Informatique - IUT Charlemagne (Université Nancy 2) - Nancy (2009-2011)

FREMEN CORP - Gameplay/Engine developer (2013, still in position)

SG energy   EnergyCat (Europe) & EcoSmart (EDF), manage your virtual house and make energy savings at home

Linky   (EDF) Play Linky and learn to recognize "energivorous" objects - produced with the participation of schoolchildren

Imagana   (Formagraph) A game to help people with literacy problems

Esprit de service   (AXA) Dialogues game to work on customer relationship

Homeplay   (Ecometering) Centralise smart devices of the house, tested on Netatmo weather station, Philips Hue, Parrot Flower Power and Belkin switches

VR   Production of a short demo on Oculus Rift

INTERNSHIPS : Formagraph (2013), Vescape GmbH (2012), INRIA Grand-Est (2011)

Developement
Game engines, Web, mobile,
C# - Unity,   Javascript - BackboneJS,
Python - Django, Objective-C - XCode,
HTML, CSS, Sass, Markdown

Game Design
Concept, Game Design Document,
Scenarisation, Level Desing,
User interviews /
Playtests

Art
3D, 3DsMax, 2D,
Image composition,
Flash animation, Illustrator,
Photoshop

Team working
Git, code review, Trello

I like
- Participating in a project from its design
- Turning the game design into a logical code
- Defining the architecture of the code
- Make durable the technologies I develop and make them reusable
- Being in touch with testers
- Participating in project scriptwriting

I like a little less
- Participating in a project without any play-based aspect
- Participating in a project closure without any work on its design
- Performing backend tasks that are not related to the user experience