



ANTHONY DANIS

GAME & LEVEL DESIGNER

EDUCATION

MASTER'S DEGREE : GAME DESIGN

CNAM-ENJMIN, Angoulême
2021 - 2023

BACHELOR : GAME & LEVEL DESIGN

Sorbonne Paris University, UIT of Bobigny
2020 - 2021

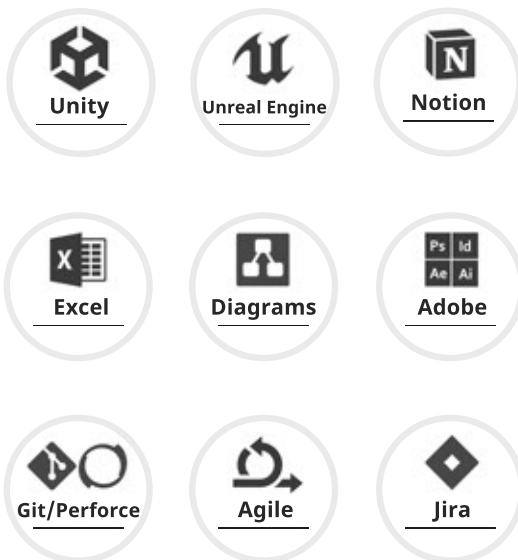
HND : GRAPHIC DESIGN

Saint Joseph les Maristes Highschool, Marseille
2017 - 2019

A LEVEL : LITERARY

Pierre Mendes France Highschool, Vitrolles
2012 - 2015

HARD SKILLS



SOFT SKILLS

- Neophile
- Humble
- High adaptability
- Accepts criticism
- Team work
- Empathetic

<https://anthonydanis.com>

<https://elkiah.itch.io>

Open to removal or remote work
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Native

Fluent

EXPERIENCES

ATYPIQUE STUDIO

Game Designer | Apr 2021 - Aug 2021

Designing a single-player mode for the turn-based strategy video game **Noara: The Conspiracy**.

- Game Design
- Level Design
- Supervising QA
- Puzzle Design
- Balancing
- Documentation

SUN COPY

Graphist Reprographer | Dec 2019 - Feb 2020

FREELANCE

Graphic Motion Designer | 2018 - 2019

PROJECTS

DEATH OF INTERNET

Game & Level Designer | Oct 2022 - Jan 2022

Student project completed by a team of 13 people. Story-driven hyperlinked worlds exploration game.

- Game Design
- Level Design
- Narrative Design
- World Building
- Integration
- Documentation

MIRAGE

Game & Level Designer | Apr 2022 - Jun 2022

Student project completed by a team of 7 people. Open world surreal exploration game.

- Game Design
- Level Design
- World Design
- Level Art
- Integration
- Documentation

IMPERIUM

Game Designer/Artist | Dec 2020 - Mar 2021

End-of-year project for a game & level design bachelor's degree completed by a team of 6 people.

- Level Design
- 2D Game Art
- Visual Identity
- Game Design
- 2D Animation
- Sound Design

INTERESTS

- Animation and illustration
- Philosophy
- Music composition
- Storytelling
- Djing and Vjing
- Outer Wilds