



ANTHONY DANIS

GAME & LEVEL DESIGNER

EXPERIENCES

GAME DESIGNER - Clair-Obscur : Expedition 33

Sandfall Interactive | 1 Year | AA Reactive Turn-Based RPG

- Designing and implementing new enemies, weapons and equipments (creating new skills and gameplay effects, scripting behavior and IA, staging battle cameras in level sequences)
- Balancing equipments, character statistics, enemies and loot distribution
- Documenting and constant reviewing of the game with regular playtest

GAME DESIGNER - Noara : The Conspiracy

Atypique Studio | 6 Months | Multiplayer Tactical

- Designing the single-player mode (missions, difficulty curves, progression)
- Prototyping and playtesting new PvP maps
- Organizing and directing playtest sessions with QA Testers

GRAPHIC MOTION DESIGNER

Freelance | 2 Years

- Creating visual identities, logos and animations.

PROJECTS

DEATH OF INTERNET STORY-DRIVEN HYPERLINKED WORLDS

Game & Level Designer | 4 Months | 13 Students

- Designing core mechanics and 3C with my game design partner
- Defining the pillars of the experience with the team
- Writing clear documents on the creative vision
- Creating a mechanical language vector of storytelling and emotions
- Crafting level design documents and blockouts in engine
- Working on the staging with game artists and sound designers

MIRAGE OPEN WORLD SURREAL EXPLORATION

Game & Level Designer | 4 Months | 7 Students

- Designing core mechanics, 3C and writing synthetic design documentation
- Benchmarking and research on curiosity, navigation and exploration
- Iterating on spatial flow, scales, lines of sight and information distribution
- Working with the programmer to create tools for level design iterations
- Integrating level art and environmental storytelling with game artists
- Writing a thesis about navigation, orientation and open world level design

IMPERIUM EXPERIMENTAL REVOLT LAUNCHER

Game Designer & Artist | 3 Months | 6 Students

- Brainstorming with the team to define the game mechanics
- Working on level design with the team
- Creating the visual identity, 2D assets and animations
- Conceiving UI elements
- Composing the music and sound design assets

INTERESTS



Speaking
about Philosophy



DJ & VJ
Music Composition



Animation
Art of Storytelling



Exploration
Narrative, RPG



Super Smash Bros Ultimate Competitor
(Versus Fighting Enthusiast)



<https://anthonydanis.com>



<https://elkiah.itch.io>



Open to relocating

7 Rue des Amaryllis, 34070 Montpellier, France



anthonydanis97@gmail.com



06 08 81 16 83



Native

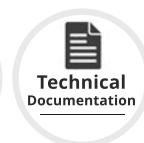


Fluent

HARD SKILLS



UE 5
Unity / Godot



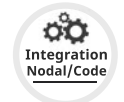
Technical
Documentation



Visual
Communication



Iterative
Process



Integration
Nodal/Code



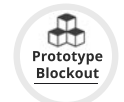
Excel
Data Tables



Adobe



Jira



Prototype
Blockout



Notion
Miro



Diagram
Drawing



Git
Perforce

EDUCATION

CNAM-ENJMIN, Angoulême

Master's degree : Game Design
2021 - 2023

SORBONNE PARIS UNIVERSITY, UIT of Bobigny

Bachelor : Game & Level Design
2020 - 2021

SAINT JOSEPH LES MARISTES HIGH SCHOOL, Marseille

HND : Graphic Design, Applied Arts & Digital Media
2017 - 2019

DENIS DIDEROT HIGH SCHOOL, Marseille

Preparatory Class : Applied Arts
2015 - 2016

PIERRE MENDES FRANCE HIGH SCHOOL, Vitrolles

High School Diploma : Literary
2012 - 2016

SOFT SKILLS

- Neophile
- High adaptability
- Team work
- Open and sociable
- Humble and accepts criticism
- Empathetic