

Portfolio

Personnal & University projects

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THE CRATEST GAME

Personnal project
February - july 2021

THE CRATEST GAME



The four playable characters

- Online multiplayer game : 4 teams of 3 players compete to catch crates
- Made with Unity using the networking package “Mirror” and Epic Online Services’ relay for P2P
- Multiplayer concerns I faced : client/server authority, synchronization, connections, replication.
- Inspired by UTC’s most famous event of new students’ integration activities
- Tested with a panel of 30 people
- What is a great game where the goal is to collect crates ? The Cratest Game !

APQLYPSE

PERSONNAL PROJECT
JULY 2021

APQLYPSE



THE VICTORY SCREEN



- GAME MADE FOR FUN IN A FEW HOURS WITH UNITY
- PARODY OF THE RIDICULOUS TOILET PAPER CHAOS DURING LOCKDOWNS AROUND THE WORLD
- “IN AN APOCALYPTIC WORLD INFESTED BY ZOMBIES, TOILET TISSUE HAS BECOME A RARE RESOURCE”
- YOU PLAY AN ELITE SOLDIER IN MISSION TO FIND THE PRECIOUS PAPER
- IN FRENCH, “PQ” IS SLANG FOR TOILET PAPER, BUT UNFORTUNATELY THE PUN IS LOST IN ENGLISH

WasteFair

University project

Sep. 2021 – jan. 2022

WasteFair



The BasketWaste and its different waste forms

- Imagined as a funfair with minigames related to ecology : a hub with multiple interest points and activities
- One minigame implemented : The BasketWaste, a waste sorting game. Three waste colours, three bins, simple goal
- Each waste colour has a rare variant providing more points



The MVP point of view



BILLY TEA
& THEO KOKEL

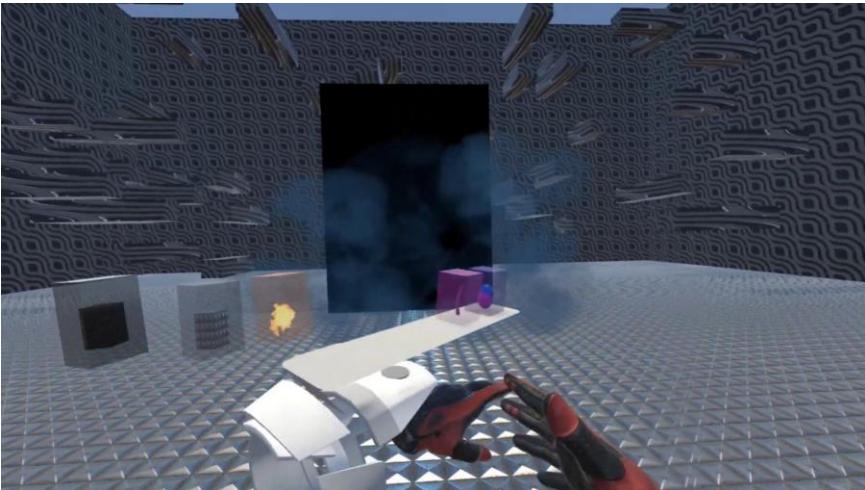


LIVE THE MUSIC WITH **ANOTHER** DIMENSION

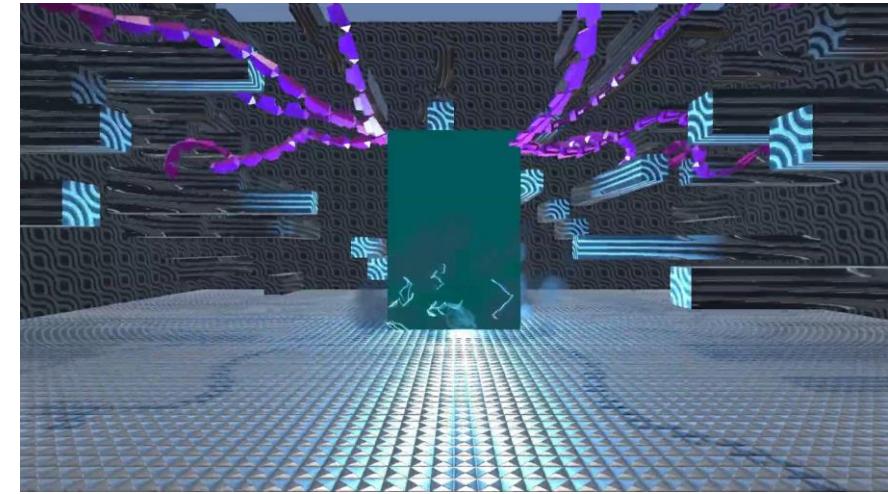
University project | February – July 2022



- LoopaWorld is a project started by another group of student when I was working on WasteFair. Its creators wanted to go further in the development and they asked me to join the team for this second phase of the project. Our teachers encouraged us, because they saw the project's potential.
- LoopaWorld is an experience that wants you to feel music, not just ear it. You have multiple figurines available and each is connected to a specific instrument track loop.
- Once a figurine is placed in the environment, its track is played and an element of the scene gets animated in phase with the audio : your environment reacts to the song you are creating. This is LoopaWorld.



The available figurines are stored in your wristband



When all the figurines are placed, this is a real experience

- The first version of the game did not have the “in phase with audio” animation system. I managed to create it by adapting a project I found on the internet. It was a project implementing spectral analysis to decompose a track and animate vertical bars to represent the song’s specter.
- I also implemented the wristband apparition system : when you look at your wrist and touch it with your other hand, it gets activated and the board displaying the figurines appears. When your look moves away, the wristband is deactivated and the board disappears.



Cozy Place

Game jam project
December 2022



Cozy Place



The room at the beginning of the game, not so cozy...

- My first game jam ! A great experience
- Developed for the Cozy Game Jam 2022. We were a team of 5: a game designer, 2 programmers, a 3D artist and a light artist
- It is a puzzle game: the player must interact with puzzles to activate them and improve the coziness of the room



Focus on the TV remote controller

- I was in charge of the code architecture of the puzzles
- I also created a focus system that brings interactable objects in front of the camera
- I discovered and adopted animation curves, which allow soft and smooth cozy movements !

Memorial project



- The project was in development for 6 months when I joined the team.
- It is a collaboration between the Memorial and the University in order to create an immersive experience to enrich the visit of the memorial.
- At this time, the plan was to anchor beds in the shack. A book is placed on each bedside table, it is an interactive object with multiple pages and an audio track played when it is open.



An interactive book, the major part of my contribution



The shack in which the experience takes place

- My role was to improve the interaction with a book, because it was difficult and non intuitive at this point.
- I added multiple functionalities :
 - An outline to notify the user that the book is at a good distance to interact
 - An animation that opens and elevates the book in front of the user's eyes
 - A rotation that makes it always facing the user
 - A swipe gesture to turn intuitively the pages
 - A selection bar to navigate through the audio's timeline
 - The book automatically closes when the user is out of reach

IRON-MAN PROJECT

UE5 GAME, MORE TO COME SOON



PERSONNAL PROJECT
SINCE APRIL 2023

Thank you

For your time looking at my work

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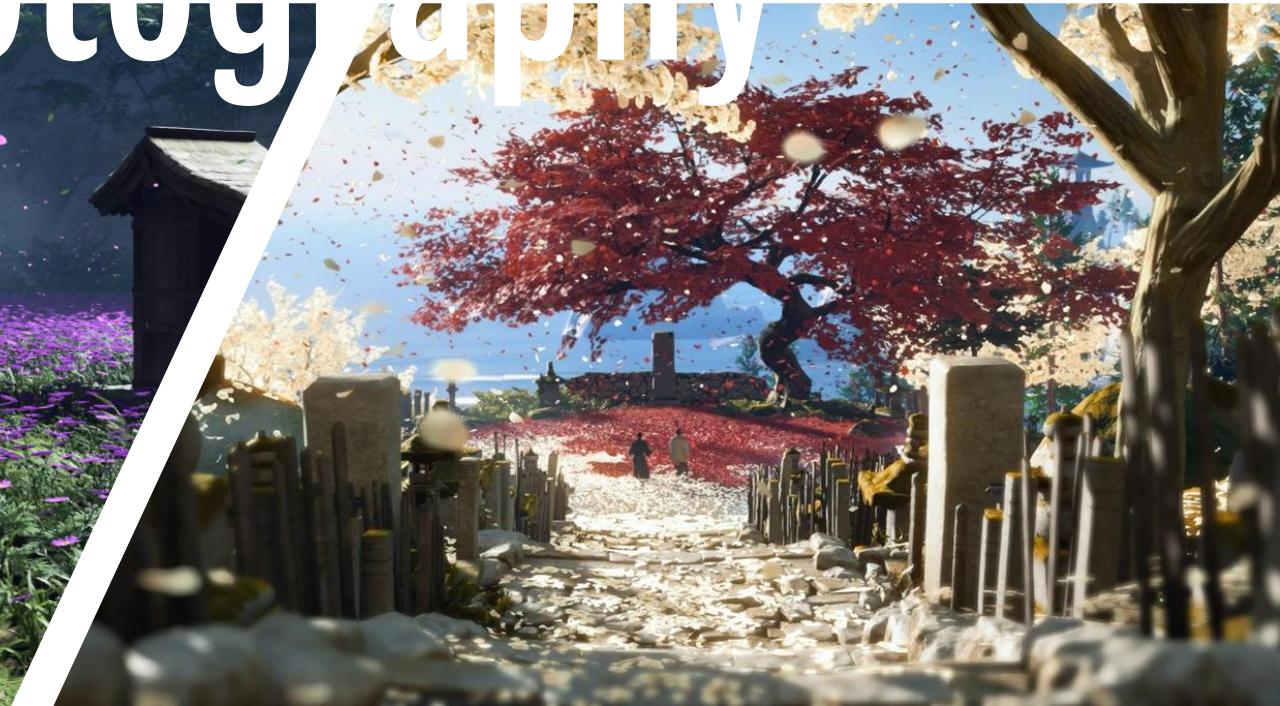
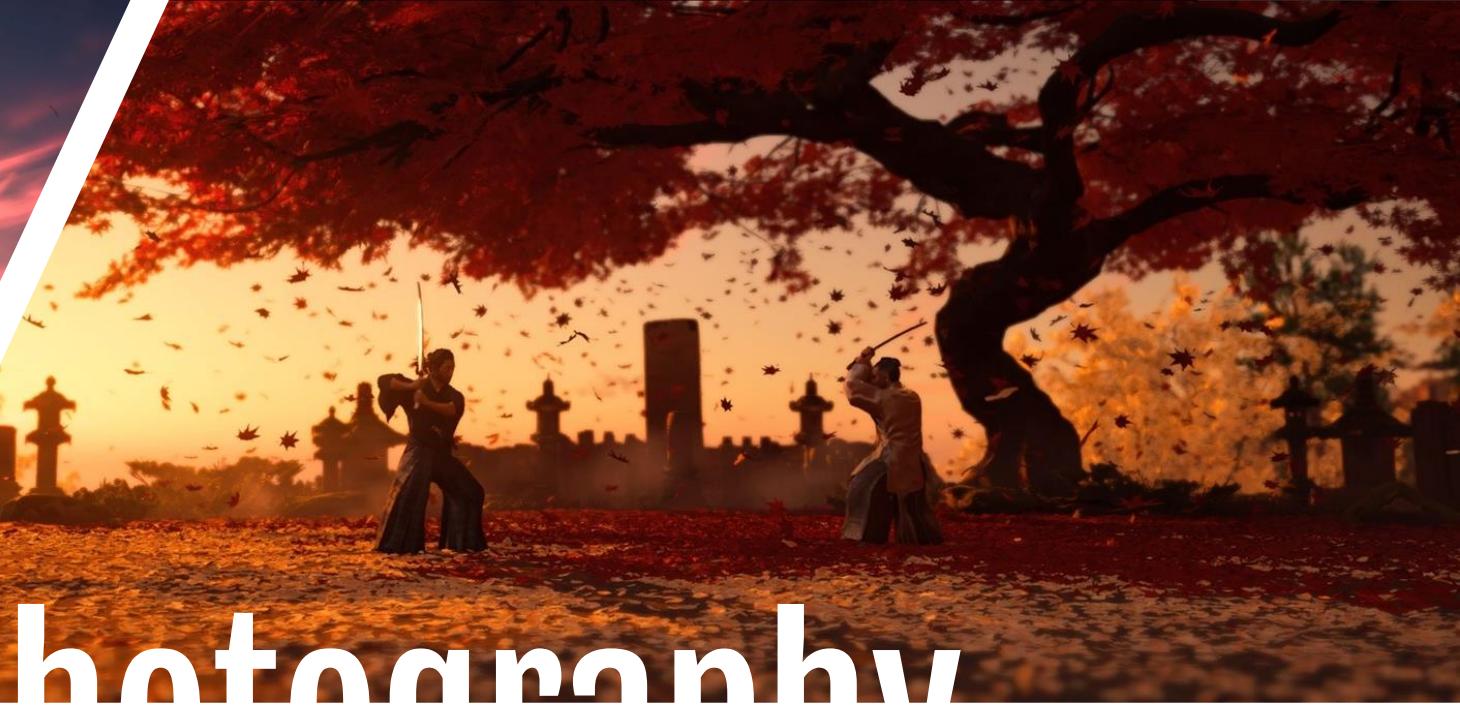
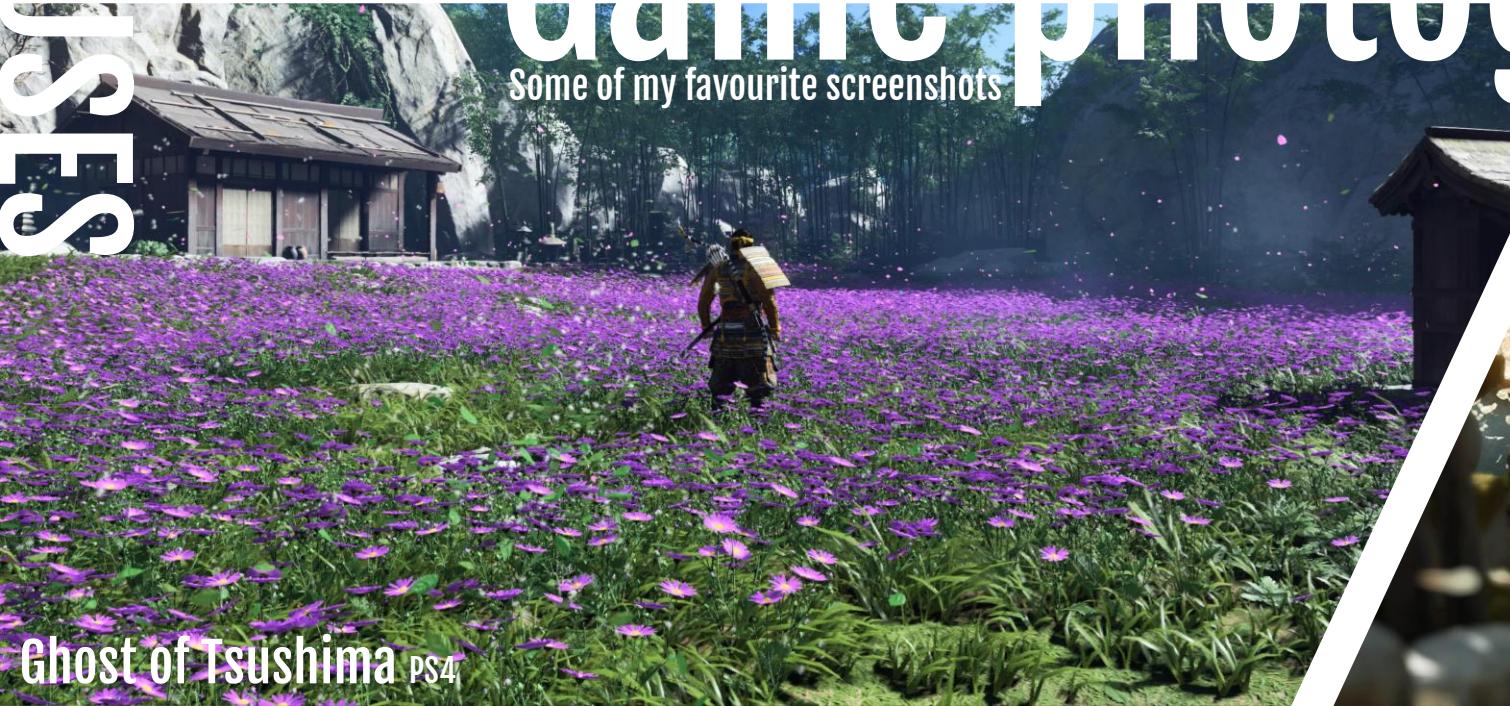


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Ghost of Tsushima PS4

Game photography

Some of my favourite screenshots





God of War PS5



Uncharted 4 PS4



Death Stranding PS4



Red Dead Redemption 2 PS4



Spider-Man: Miles Morales PS5



Horizon Zero Dawn PS4



Horizon Forbidden West

PS5