LUCILE THIERRY
GAME DESIGNER

itch.io

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Game Experience

ENJMIN 2021-2023

2022-2023 — Lost in depiction

Co-game & level designer of a *walking sim. Vania*
A four mounths, final year project, developed on unity with a ten multilinguals members team

2022 — Togs Memories

Game & level designer of a light puzzles game, based on unity, by a three students team

2022 — Hover Drifter

Co-game & level designer on a racing game, a two weeks long project developed on unity

STUDIO 2017-2019

2017 — EVERYWARE

Foundation of an independant & experimental game studio, genral game designer in a team of three

2017 — VOID

Co-game, level designer and level artist of an explo-narrative game based on Shangri-La by Mathieu Bablet

2019 — SWIFT

Co-game & level designer of an experimental race game, developed on unity for an exhibition

EXHIBITION 2020

De passage

Set-up of a collective installation. Game & level design, programmer, level art of a contemplative game broadcast during the exhibition of the same name

Education

2021-2023 — ENJMIN

National school of game and digitals interactifs medias
- JMIN master in game design

2011-2017 — ÉESI

European school of pictures - Poitiers
- MFA

Skills

Design — Lateral thinking & problem solving

Unity — Basics of C#
Probuilder blocking
Basics of cinemachine

Teamwork — Efficient communication of ideas in multiple form, from miro to notion
Good use of git and its differents clients
Basics understanding of Jira, trello and other managment soft

Blender — Modelisation
Basics in geometry node tech
Basics in texturing

Language — French - native
English - proficient

Interests

Foodie   Blender
Knitting   S-F
Climbing   Comics

A lots of movies & TV shows but most of all everything who is in contact of creating & contemporary art