

# LUCILE THIERRY

## GAME DESIGN

*Looking for a 4 to 6 months internship starting Mar. 2023*

## Game Experience

### SCHOOL

#### Lost in depiction

Oct. 2022 Fev.2023,  
Angoulême

Exploration and puzzle co-game designer  
in a Walk.sim.-vania style game

#### Togs Memories

Mar-Jul 2022,  
Angoulême

Game designer of systems and mechanics  
of a puzzle game

#### Hover Drifters

Dec 2021,  
Angoulême

Game designer of a third-person synth-  
wave racing game mixing frantic pursuit  
and objective capture.

### STUDIO

#### EVERYWARE, independ- ant video game studio

Jun-Dec 2017-19  
Poitiers

Cofounder, game designer, level designer  
and environmental designer, of a team of  
three.

#### VOID, C'est arrivé demain, Le Miroir

Jan-June 2017,  
Poitiers

Game design & level design of three level  
of a narrative game, based on Shangri-la  
by Mathieu Bablet.

## Education

#### ENJMIN - Angoulême France

July 2023

Master JMIN - Game Desing

#### Éesi - Poitiers, France

July 2017

Master of Art, emerging experiences

## Work Experience

### EXHIBITION

#### Walk-reading experimentation, Chantier Public

July 2020,  
Poitiers

Exploration and puzzle game designer in  
a Walk.sim.-vania style game

#### De Passage, Chantier Public

Mar - July 2020,  
Poitiers

Set-up of a collective installation.  
Game design, level design, programmer  
of a contemplative game broadcast dur-  
ing the exhibition.

### CONFERENCE

#### The gamification of urban spaces, la nuit des idées

Jan 2017,  
Poitiers

Host a conference about the gamifica-  
tion of urban spaces and how game can  
be used in crowd logistic, with Philippe  
Gargov as guest.

### TEACHING

#### Teacher at Jean De La Fontaine secondary school

Sept-Feb 2017-18,  
Thenezay

Basics of game design theory for three  
classes of Year 10.

## Skills

#### Unity

Level & environmental building  
C# basics

#### Adobe

Indesign  
Illustrator  
Photoshop

#### Languages

French - native  
English - proficient