

Looking for a 4 to 6 months
internship starting from March

LUCILE THIERRY

GAME DESIGN

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Game Experience

SCHOOL

Togs Memories Mar-Jul 2022
Angoulême

Game and level designer of systems
and mechanics of a puzzle game.

Hover Drifters Dec 2021
Angoulême

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

STUDIO

**EVERYWARE, independant
video game studio** Jun-Dec 2017-19
Poitiers

Cofounder, game & level designer, artiste
of a team of three.

**SWIFT, Plage 76,
Consortium Coopérative** Mar-Jul 2019
Poitiers

Game & level design of a gondola-lift race
game.

**VOID, C'est arrivé demain,
Le Miroir** Jan-Jun 2017
Poitiers

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

Education

ENJMIN - Angoulême, France July 2023

Master JMIN - Game Design

Éesi - Poitiers, France July 2017

Master of Art, emerging experience

Work Experience

EXHIBITION

**Walk-reading experimentation,
Chantier Public** Jul 2020
Poitiers

Writing and reading experimentation for
De passage.

**De Passage,
Chantier Public** Mar-July 2020
Poitiers

Game & level designer, developer of a
contemplative game broadcast during
the exhibition. Set-up of a collective
installation.

CONFERENCE

**The gamification of urban space,
Nuit des idées** Jan 2017
Poitiers

Host a conference about the gamification
of urban space and how game can be used
in crowd logistic, with Philippe Gargov as
guest.
Game design of a crowd simulation game.

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.

Skill

Unity Level & environmental building
Integration
C#

Adobe Indesign
Illustrator
Photoshop

Languages French - native
English - proficient