LUCILE THIERRY
GAME DESIGN

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Looking for a 4 to 6 months internship starting from March

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**

Writting 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.
Philippe Gargov as a guest.
Game design of a crowd simulation game.

TEACHING

Teacher at Jean De La Fontaine secondary school — **Sept-Fev 2017-18 Thenezay**

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

Skills

Unity	Level & environmental building Integration C#
Adobe	Indesign Illustrator Photoshop
Languages	French - native English - profitient