

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