

# Emilie BRESLAVETZ

Born 04/08/1991 in Orleans, FRANCE

## FREELANCE GAME DESIGNER



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## TRAINING

2014 - 2016

### Master 2 : Games and Interactive Digital Medias, Game Design speciality

ENJMIN, Angoulême, FRANCE

- Projects production and developpement with multidisciplinary teams in professionnall circumstances
- Game theory, video game analysis and culture and creative workshops

2013 - 2014

### Professionnal License : Coordination and Design of Videogame Universes

Paul Valéry University, Montpellier, FRANCE

- Conception of several games in autonomy with a software of visual scripting
- General culture, technological specificities and analytical uses of the video games industry
- Mastering different digital technologies related to game design for the development of a videogame research project

2012 - 2013

### 1rst year License : Visual Arts

Paul Valéry University, Montpellier, FRANCE

- Classic, artistic, contemporary practices and theoretical courses on art sciences (aesthetics, philosophy of art, history of art)
- Theoretical reflection on new media (visual communication, photography, digital art...) and practice of new technologies

2010 - 2012

### BTS : Visual Communication option Multimedia

Léonard de Vinci High School, Montaigu, FRANCE

- Graphic design in the field of multimedia (web, DVD, TV, video, etc...)
- Graphic design analysis and culture and infographics training

2010

### BAC : Sciences et Technologies of the Industry option Applied Arts

Charles Péguy High School, Orléans, FRANCE

- Study of experimental approaches and practical applications in all fields of design and crafts
- Mastering the basic tools of graphic and plastic representation and expression

## EXPERIENCE

Apr. - Sept. 2016

### Game Designer Intern

[Mingle Games](#)

6 months, Prague, CZECH REPUBLIC

- To participate in updates of level and game design in Dark Lands project
- To participate in level and game design in Calming Lia project
- To support the main game designer in his work

July - Sept. 2015

### Game Designer Intern

[WeAreLearning](#)

3 months, Montpellier, FRANCE

- Elaboration of the scenario, gameplay and level design of an unannounced game in the fields of training and education
- Participation in tests and quality checks of serious game projects
- Contribution in designing various games commands for external partners

Apr. - Sept. 2014

### Game Designer Intern

[Enov Formation](#)

5 months, Montpellier, FRANCE

- Various missions about learning design, level design and narrative design for a serious game
- Participation in the development of an intuitive gameplay for a non-player target
- Gamification of the web platform where the main projects of the studio are available

July - Aug. 2011

### Graphic Designer Intern

[Album Agency](#)

6 weeks, Mâcon, FRANCE

- Various missions in the field of visual communication (graphic charter, logotype, pictograms, illustrations, etc...)

# PROJECTS



## DARK LANDS

Level Designer

*Mingle Games, Prague*

Apr. 2016 - Sept. 2016

*Dark Lands is a runner battle game with a dynamic combat system taking place in a fantasy horror world and available on mobile.*

### Tasks :

- Making level design by managing difficulty and learning curve
- New gameplay ideas
- Test Quality Assurance
- Redaction of Game Design Documentation



## BROKEN MIND

Game and Level Designer

*Student Project M2, ENJMIN*

Oct. 2015 - Mar. 2016

*Broken Mind is a puzzle-game platformer in 2D isometric view which convert symptoms of Alzheimer's disease into game mechanics with a strong storyline taking place into the mind of the person.*

### Tasks :

- Conception of gameplay mechanics to make fun and interesting puzzles based on the Alzheimer's disease
- Making level design by managing difficulty and learning curve
- Implementing level design on Unreal Engine 4
- Creation of a Vertical Slice of the game in a team of 12 people
- Redaction of Game Design Document



## WASTED

Game, Level and Narrative Designer

*Student Project M1, ENJMIN*

Apr. - June 2015

*Wasted is an interactive narrative and emotional experience on virtual reality to immerse the player in the heart of depression disorder.*

### Tasks :

- Making an immersive gameplay based on emotion and real disorder
- Conception of the level design based on a temporal space loop
- Map of narrative design and writing of characters and dialogs
- Staging of Actors during voice recording
- Redaction of Game Concept Document



## OLD WHEELS

Game and Level Designer

*Student Project M1, ENJMIN*

Apr. - June 2015

*Old Wheels is a multiplayer racing game which features a unique type of controllers : real wheelchairs modified with Arduino technology.*

### Tasks :

- Conception of a cooperative and competitive gameplay for 4 players
- Building a suitable level design of a racetrack to the controllers
- Elaboration of specifics and realistic controls for the wheelchairs
- Redaction of Game Concept Document



## NEW ADVENTURES OF SINDBAD

Game, Level and Narrative Designer

*WeAreLearning, Montpellier*

Apr. - Sept. 2014

*Sindbad is a point'n click and dialog game about enterprise's metaphor in which the player encounter real management situations.*

### Tasks :

- Elaboration of fun objectives as mini-games or enigmas
- Writing the Storyboard of an introductory tutorial to better understand the educational objectives
- Correcting and rewriting of dialogs to better fit into a game

# QUALIFICATIONS



# ACTIVITIES

- Treasurer** ENJMIN Student Association
  - Event planning
  - Account and treasury management
- Jammer** Participation in various Game Jam
  - Fast production of a video game
  - Game design and graphic design
  - Programming with visual scripting tools

# SOFTWARE SKILLS

## PROTOTYPING

Unity  
Unreal Engine  
Clickteam Fusion  
Construct 2

## GRAPHIC DESIGN

Photoshop  
Illustrator  
InDesign

## VIDEO

After Effects  
Premiere Pro

## PROGRAMMING

C# (beginner)  
Arduino

## OTHER

Chat Mapper  
Suite Office

# LANGUAGES

French native language  
English read, written, spoken  
Spanish elementary

# HOBBIES

- Art
- Drawing
- Comics
- Video Games
- Cinema
- Game Jam
- Infographics
- Playtests
- Travel
- Festivals