

Emilie BRESLAVETZ

Born 04/08/1991 in Orleans, FRANCE

GAME DESIGNER



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EXPERIENCE

Apr. - Oct. 2018

Game Designer / Hiver

[thecamp](#)

6 months, Aix-en-Provence, FRANCE

- Being part of the Hive residency program and working with the ecosystem of thecamp
- Creating a prototype of an innovative project called Audio Crumbs

Apr. - Sept. 2016

Game Designer Intern

[Mingle Games](#)

6 months, Prague, CZECH REPUBLIC

- Participation in updates of level and game design in Dark Lands and Calming Lia projects
- Supporting 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
- Contribution in designing various games commands for external partners

Apr. - Sept. 2014

Game Designer Intern

[WeAreLearning](#)

5 months, Montpellier, FRANCE

- Various missions about learning design, level design and narrative design for a serious game
- 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...)

TRAINING

2014 - 2016

Master 2 : Games and Interactive Digital Medias, Game Design specialty

ENJMIN, Angoulême, FRANCE

- Projects production and developpement with multidisciplinary teams in professionnall circumstances
- Game thery, 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

1st 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

PROJECTS

AUDIO CRUMBS

Game Designer & Maker

thecamp, The HIVE#2, Aix-en-Provence, FRANCE

Apr. 2018 - Oct. 2018

Audio Crumbs is a brand of individual and collective audio experiences delivered through headphones.

Tasks :

- Writing scripts
- Conception of an audio interactive map board with Arduino
- Design and flow of a phone application
- Graphic Design of presentation

ONE GAME A MONTH

Game & Graphic Designer / Coder / Maker / etc...

Jan. 2018 - Dec. 2018

I gave myself the challenge to create at least one game a month during a year with the goal to learn something new at each new game. Video games, board games, outdoor games, etc... I don't give myself a limit of support.

Tasks :

- Game Design of a great variety of games
- Level Design of puzzle games
- Visual Scripting on video games
- Prototyping with Arduino on outdoor games and alternative controllers
- Conception of board game at Fabrication Lab

DARK LANDS

Level Designer

Mingle Games, Prague, CZECH REPUBLIC

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

WASTED

Game, Level & Narrative Designer

ENJMIN, Angoulême, FRANCE

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

NEW ADVENTURES OF SINDBAD

Game, Level & Narrative Designer

WeAreLearning, Montpellier, FRANCE

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

SKILLS

ACTIVITIES

PROTOTYPING

Unity
Unreal Engine
Construct 2

INFOGRAPHICS

Photoshop
Illustrator
InDesign

VIDEO

After Effects
Premiere Pro

OTHER

Arduino
C# (beginner)

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

QUALIFICATIONS



VIDEO GAMES

Game & Level Design
Visual scripting



MAKER

Arduino prototyping
Fab Lab






INTERACTIVE DESIGN




Alternative controllers
Interactive objects




LANGUAGES



HOBBIES

French native language
English read, written, spoken
Spanish elementary

 Art
 Drawing
 Comics

 Video Games
 Cinema
 Game Jam

 Infographics
 Playtests
 Fab Lab

 Travel
 Festivals