

# Emilie BRESLAVETZ

Born 04/08/1991 in Orleans, FRANCE

## GAME DESIGNER & MAKER



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## EXPERIENCE

Apr. - Nov. 2018

### Game Designer & Maker at HIVE#02 / HIVE Alumni

[thecamp](#)

8 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 theroery, 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  
3D basics

## 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



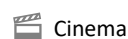
Drawing



Comics



Video Games



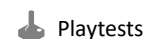
Cinema



Game Jam



Infographics



Playtests



Fab Lab



Travel



Festivals