

# Thomas Escoffier

## LEVEL & NARRATIVE DESIGNER



### EXPERIENCE

- 2022 - 2023
- Decarnation - AtelierQDB**  
Game/Level/Narrative designer junior
- Narrative psychological horror game, made on Unity 2D.
- **Play a French cabaret dancer in the 80s...** When her life is falling apart and nightmares are coming out of her head.
  - **As a Game designer**, I created dungeons, scenes, mini-games, dialogues, integrated sprite sheets and helped write the scenario.
  - **I also worked as a producer** in project management and the dialogue between AtelierQDB, Shiro, the translators and the players.
- 2020 - 2022
- Elif - Final project at IIM**  
Lead Game Designer (Team of 19 people)
- Narrative 3d game for children, made on Unreal engine 4.
- **Elif and her dog Crocus explore her imagination** in a giant world of memories and wonders!
  - **As Lead Game designer**, I maintained the creative direction over the 2 years of the project, organized the distribution of work in the team and presented the game at events.
  - **As a Narrative designer**, I wrote the dialogues, built the narration, translated the game and managed the recording of our voice actress.

### SKILLS

Unity 2D / Unreal Engine 4



Jira/ Producing



Google Suite



Remote work



### PROFILE

**25-year-old Game Designer, specializing in Level and Narrative Design.**

I train independently on all video game topics, which allows me great flexibility and understanding of my team's work.

I have also been a game master for 7 years on D&D.

### REMARQUABLE

#### Decarnation

- Worked with Quentin De Beukelaer
- Published by Shiro Unlimited.
- 80 score on metacritic.

#### Elif

- Worked with the voice-actress Clara Thebault
- Presented at the "Jeux Made In France"
- Shown at every exhibition of the IIM

### CONTACT ME

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### EDUCATION

**Institute of Internet and Multimedia (IIM)** 2020 - 2022

Mastère Game design

**University Gustave Eiffel** 2017 - 2020

Bachelor of Visual Studies, Multimedia and Digital Arts (EVMAN)