

Thomas Escoffier

LEVEL & NARRATIVE DESIGNER



EXPERIENCE

2022 -
2023

Decarnation - AtelierQDB - Published by Shiro Unlimited

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.

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)

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.

IMPORTANT

Decarnation

- Worked with Quentin De Beukelaer
- Published by Shiro Unlimited.
- 80 score on metacritic. 84 % on Steam
- Nominated best Narrative and best horror indie game (horror game awards)

Elif

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

CONTACT ME

Phone : +33 6.13.17.77.83

E-mail : a.thomas.escoffier@gmail.com

Adress : 77185 Lognes

SKILLS

Unity 2D /
Unreal Engine 4

English

Google Suite

Design data base
management

Documentation
redaction

Jira/ Producing