



ELOÏSE GUR

NARRATIVE & GAME DESIGNER

STUDIES

NAD, UQAC Montréal (Canada)

DESS Narrative Design | 2021-2022

IIM, Institut Leonard de Vinci Paris

Master Game Design | 2020-2023

E-Art Sup, Ionis Lyon

Bachelor "Game and creative coding" |
2018-2020

- End of the year project: Sclash
- Organisation of the Global Game Jam 2020

Bellecour École, Lyon

Bachelor Game Design in English | 2017-
2018

SKILLS

Hard skills

- Game and narrative design
- Level design and level building/art
- Documentation skill, clean, ergonomic and illustrated
- writing

Additional hard skills

- UX design, ergonomics and accessibility design
- Test QA
- Notion of psychology and human science
- Notion in graphism and concept art

Soft skills

- Capacity to have a good global vision, to identify and anticipate challenges
- Use of logic and scientific methods
- Good emotional understanding and strong adaptability which enables good teamwork

Software

- Office pack
- Unity
- Adobe pack
- Unreal
- Github
- Maya

Language

- French native
- English fluent

CONTACT:

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EXPERIENCES

Internship Narrative design and Writing

TALES UP | 2022 to 2023

- Write and design the system of my own story
- Find design amelioration axes for the team
- Assist other writers in all their steps
- Help to redesign the monetization system

Game designer and Narrative designer

SCLASH | 2019 to 2023

- Creation of game mechanics, lore, and implementation of the narration in the game
- Creation of concept art, assets, and visuals in Unity
- Collaboration with the Publisher and another studio for marketing on PC and console porting

Internship Level and Game design

Neofid technology | first half 2020

- Levels design and implementation
- Documentation writing
- Incorporation of the storytelling into the different aspects of the game

EVENTS & HOBBIES

- GGJ and other online game jams
- Game camp
- StartUp weekend: Video game Lyon 2019
- Exhibitor to present games at Lyon e-sport, Indie game Lyon, Game summit, and several other events
- "Game master" for tabletop games, and creation of my own systems and adventures
- Writing fiction in English mostly