

UGO TRELIS

game and mission designer • narrative game designer • writer

Available now

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Lille, France

Education

Supinfogame Rubika • Valenciennes, France • 2011 - 2016

Bachelor & Master Degree in Game Design and Management

Lille 3 University • Lille, France • 2010 - 2011

One year in cinematographic studies

Literature & Music, Watteau High School • Valenciennes, France • 2007 - 2010

Baccalaureat (French A-level) with honours

Work Experience

Babao • January 2017

Freelance Game Designer

- met with clients and agreed on creative direction
- made **thorough research** on executive functions and cognitive psychology
- elaborated** game design
- delivered** concept design document within 15 days

Babao is an educational video game to teach kids how to learn

Ys Interactive • Valenciennes, France • July 2016 - Dec 2016

Intern Level Design

- worked on early **narratively coherent mission and level designs**
- created **narrative guidelines** for mission and level design
- wrote early dialogues
- designed **narrative mechanics** •assisted in polishing final game design

Ys Interactive is a French studio currently adaptating a famous comic book

11 bit studios • Warsaw, Poland • June 2015 - Sept 2015

Intern Game Design on This war of Mine: the little ones and Frostpunk

- worked on TWoM design issues
- designed** and **integrated** force feedbacks
- worked on Frostpunk game mechanics
- worked on **TRC certification**, created achievements (PS4 and XOne)
- QA, tweaking and bug tracking

11 Bit Studios is a Polish video game developer mostly known for This War of Mine (available on steam, PS4 and Xone)

Bigger Than Fiction • Paris • June 2013 - August 2013

Intern Game Design and Producer

- designed a **social alternate reality game**
- developed a **prototype** of this ARG with a programmer and a 2D graphist

Bigger Than Fiction is a communication and marketing start up specialized in transmedia

References

Luc Verdier • CEO • Ys Interactive • lverdier@ysinteractive.com

Didier Quentin • Creative Director • Ys Interactive • dquentin@ysinteractive.com

Skills • Design

Game Design: narrative mechanics • academic research • tweaking • balancing • camera management

Level & Mission Design: creating story events • building narratively rewarding missions • building missions with a cohesive narrative

Narrative Design : advanced knowledge on interactive storytelling • creative writing

Skills • Tools



•**Unreal Engine 4**

• **scripting (c#)**

•Scrivener, Microsoft Office

•Illustrator, **Photoshop**

•Audacity, Reaper

•Tortoise, Git

•Twine, inklewriter

• Premiere



Interests

TV shows • TV shows got me into understanding the logic behind narrative structures. Favorite shows • *Lost, The Wire, Twin Peaks, Fargo, Carnivale, Hannibal, The Leftovers, Halt & Catch Fire.*

Video games • *The last of us, Gone home, Braid, Soma, Firewatch, Three Fourths Home, Cibebe, Quadrilateral Cowboy.* I also like video games able to generate an infinite number of players' stories through their experience in such games like *DayZ, X-Com : Enemy Unknown, The Long Dark...*

Cinema • after high school, I had to choose between studying video games or movies. Still, cinema remains a big part in my life. Favorite movies • *The Master, Donnie Darko, Saul Fia, The Fog, Midnight Special, Shining, Persepolis...*

Literature • I'm always trying to read as many novels, essays, comic books as I can on my spare time. Favorite books • *HHhH, Y The last man, Bleeding Edge, Eleanor & Park, La Place, Froth on the Daydream, Fables,*

and more! Cooking, travelling, ecology, politics, hiking...

Languages

•French (native)

•English (fluent)