

# UGO TRELIS

game and mission designer • narrative game designer

u.trelis@gmail.com

[ugotrelis.com](http://ugotrelis.com)

+33 650 612 220

ugo.trelis (skype)

Lille, France

## Work Experience

**Atelier 801 • Lille, France • July 2017 - Dec 2017**

**Dead Maze** *Game and Quest Designer*

- balancing weapons values (dps, speed and range of attack, durability...)
- **designing** new weapons and **intregating** them in the game
- balancing survival mechanics (food, nutritional intake, loot quantity/quality...)
- designing additional **survival mechanics** with creative director
- translation from english to french of dialogues, texts, tooltips
- writing additional dialogues and texts for main quest
- **designing, scripting, writing** secondary quests

*Atelier 801 is an indie game studio best known for Transformice, a 70 millions players MMO*

**Babao • January 2017**

**Babao** *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**

**Blacksad** *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**

**This War of Mine - Frospunk** *Intern Game Design*

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

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

## 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*

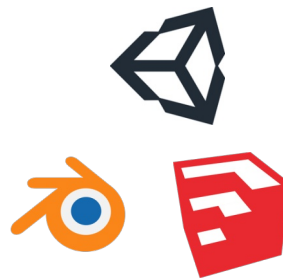
## Skills • Design

**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

## Projects

- currently developping a **first person video game** in which you have to figure out the past from the future in the present
- **Speaker** at UTL of Lille (the free time university) on Sexism & Video Game, War & Video Game for a senior audience

## Interests

**Literature** • Novels, Comic books, Essays • *HHhH, Y The last man, Bleeding Edge, Eleanor & Park, La Place, Eleanor Marx: A life, Winter, Les Amnésiques*

**Video games** • First person game (or walking sim): *Gone home, Tacoma, Soma, Firewatch, Quadrilateral Cowboy, The Long Dark*. Competitive and multiplayer games like *Rocket League, DayZ, Rainbow Six : Siege...*

**Cinema** • *The Master, Häxan, Saul Fia, The Fog, The Last Bolshevik, Shining, Land of Silence and Darkness...*

**TV shows** • TV shows got me into understanding the logic behind narrative structures. Favorite shows • *Lost, The Wire, Twin Peaks, Broad City, Carnivale, Hannibal, Orange is the new black, Halt & Catch Fire.*

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

## Languages

• French (native) and English (fluent)

## References

**Jean-Baptiste Lemarchand**

CEO • Atelier 801 • [jb.lemarchand@atelier801.com](mailto:jb.lemarchand@atelier801.com)

**Didier Quentin**

Creative Director • Ys Interactive • [dquentin@ysinteractive.com](mailto:dquentin@ysinteractive.com)