

UGO TRELIS

game designer • game developer • writer

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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 **integrating** 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 adapting a famous comic book

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

This War of Mine - Frostpunk Intern Game Design

- 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 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 & Volunteering

• created **ZEUGMA**, a first person semiological narrative game, available now on itch.io. I was designer, writer, 3D artist and coder on the project

• **Speaker** at UTL of Lille (the free time university) on Sexism & Video Game, War & Video Game for a senior audience

• **Volunteer** at Utopia 56, a french NGO mobilizing to help refugees in France (Calais, Lille, Paris)

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*

Cinema • *The Florida Project*, *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

Didier Quentin

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