

ugo trelis

game and level designer

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Lille, France

Work Experience

Amor Mundi • Lille, France August 2018 - Today

Game Designer - Author

- designing an original game concept for a documentary game
- fundings and partners research
- development supervision of a prototype with a developer

Amor Mundi aims to make documentary games

3 axes • Lille, France May 2018 - Today

Game and Level design educator

3 axes is a video game and animation school

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 and balancing game systems like survival or combat systems
- writing additional dialogues and texts for main quest
- designing, scripting, writing secondary quests

Atelier 801 is an indie game studio best known for Transformice

Ys Interactive • Valenciennes, France July 2016 - Dec 2016

Blacksad Intern Level Design

- worked on early narratively coherent mission and level designs
- wrote early dialogues
- designed narrative mechanics

Ys Interactive is a French studio making narrative games

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

This War of Mine - Frostpunk Intern Game Design

- worked on TWoM design issues due to console port
- designed and integrated gamepad 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

Education

Supinfogame Rubika 2011 - 2016

Bachelor & Master Degree in Game Design and Management

Literature & Music, Watteau High School 2007 - 2010

Baccalaureat (French A-level) with honours

Skills

Game Design

design, pitch, playtest and balance
engaging mechanics in narrative, survival
and management game systems

Narrative Design

write interactive dialogs, design of
narrative mechanics

Level Design

designing levels, from paper to final
version, with a strong narrative approach

Tools

Unity, Twine,
Photoshop, Blender, Gimp
Git, Tortoise SVN
Suite Office and Google

Languages

French (native)
English (fluent)

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)

References

Jean-Baptiste Lemarchand
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Didier Quentin
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