

LOÏC TOLINOS

GAME DESIGNER • • •

CONTACT

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PORTFOLIO

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SOFT SKILLS

Patience / Teamwork /

Story telling / Versatility /

Driver licence

HARD SKILLS

Game Design / Narrative Design /

Level Design / Game Balancing /

Quest Design / C#(basics)

SOFTWARE SKILLS

Unreal Engine Unity

Word Excel

Photoshop After Effects

InDesign GitKraken

LANGUAGES

French > native

English > upper-intermediate

German > basics

ABOUT ME

I'm a French junior in Game Design. I always focus on **Game Design and Narrative Design** and I'm eager to learn new things and develop my skills. Storytelling is one of my favorite things, thanks to video games and my 8 years of being a Game Master. One thing I like the most: blending the narrative and the mechanics of a game together.

EXPERIENCE

July 2019 > December 2019

NARRATIVE DESIGN INTERN @ Nolaroads (Paris, France)

I worked on the lore of **Chef Battle**, the next **mobile game** from Nolaroads. I wrote the **characters, the lore** of the game, and **the quests** the players need to do.

April 2018 > July 2019

FINAL YEAR VR PROJECT @ Supinfogame (Valenciennes, France)

For my final year project at Supinfogame, I worked on a VR game, MAKE THE HERO, as **Lead Game Designer**. It's a game mixing RPG and God game mechanics. I mainly dealt with **RPG systems, balancing, VR problematics and environmental storytelling**.

June 2018 > September 2018

GAME DESIGN INTERN @ 1P2P Studio (Tourcoing, France)

I worked as a **Game Designer** for the game YOUNG SOULS on the **game systems**. It's a deeply narrative driven RPG beat'em up, playable with a friend in coop or solo.

April 2017 > August 2017

LEVEL DESIGN AND LEVEL BUILDER INTERN @ Atelier 801 (Lille, France)

During this internship, I worked as a **Level Designer** and **Level Builder** on DEADMAZE, a cooperative survival MMO. I also did some **Sound Design, Game Balancing** and **Quest Scripting**.

EDUCATION

Sep 2017 > August 2019

Master's Degree : Game Design & Management @ RUBIKA Supinfogame (Valenciennes France)

Game Design, Project Management, Level Design, Unity, Unreal Engine 4, Sound Design

Sep 2016 > April 2017

Video Game Professional Degree @ University of Technology (Bobigny, France)

Game Design, Level Design, Programming (C#), Visual Scripting (UE4), Sound Design

Sep 2014 > Jul 2016

Multimedia and Internet : Technological Degree @ University of Technology (Béziers, France)

Communication, Web Design, Web Development, Audiovisual Production, Programming (HTML, CSS)

INTERESTS

> Playing video games, like RPG, FPS and Narrative games.

> Mastering tabletop RPG games, like Dungeons&Dragons or Deadlands.

> Listening to music (Power metal, eurobeat... and many other kind of music!)

> Deck Building. I truly enjoy Commander format in Magic the Gathering.