

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
Powerpoint	Photoshop
SVN	

LANGUAGES

French > native
English > fluent
German > basics

ABOUT ME

French Game Designer, Narrative Design lover and Dungeon Master.

Designing games and blending systems with narrative is what I like the most in my job. I do what I do to create new and impactful experience for the players.

EXPERIENCE

November 2020 > Now

GAME DESIGNER @ **Artefacts Studio** (Lyon, France)

Project: **Crown Wars**, Tactical game with RPG elements on **Unreal Engine 4**.

Main tasks: **Game Design** (concept, systems, AI, balancing) and **Narrative Design**.

July 2019 > December 2019

NARRATIVE DESIGN INTERN @ **Nolaroads** (Paris, France)

Project: **Chef Battle**, mobile game on **Unity**.

Main tasks: **Narrative Design** (writing lore, quests, characters), **Game Design** (balancing).

April 2018 > July 2019

FINAL YEAR VR PROJECT @ **Supinfo game** (Valenciennes, France)

Project: **Make the Hero**, RPG VR game on **Unity**.

Main tasks: **Lead Game Design** (systems, balancing, VR UX, team management).

June 2018 > September 2018

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

Project: **Young souls**, beat'em up and RPG on **Unity**.

Main tasks: **Game Design** (systems, balancing, combat design).

April 2017 > August 2017

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

Project: **DEADMAZE**, coop Survival Game on the **Atelier 801 engine**.

Main tasks: **Level Design** (design, scripting), **Level Building**, **Sound Design**

INTERESTS

- > **Video games:** RPG, FPS, TPS and **Narrative games**.
- > **TTRPG (as Master and Player):** **Dungeons&Dragons**, **Deadlands**, **Cthulhu...**
- > **Music:** playing **harmonica** and **kalimba**, listening to a lot of different types of music.
- > **Tabletop games:** mostly **coop games**, **Magic**, **Warhammer40k** (Battle Sisters and **KHORNE**).
- > **Sports:** **Savate** and **gym**.
- > **Other hobbies:** **Dice making**, **dice hoarding**, **wood whittling**, **cooking**, **reading**.

EDUCATION

Sep 2017 > August 2019

Master's Degree : Game Design & Management @ **RUBIKA Supinfo game** (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)