


François Noël

 www.francoisnoel-portfolio.com

Technical Narrative Designer

Looking for a graduate internship or a contract starting August 2021

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 [/françois-noël-240](https://www.linkedin.com/in/françois-noël-240)

 France (willing to relocate)

Use my skills in programming, game design, and cinematography,
to create unforgettable experiences
with passionate people



WORK EXPERIENCE

July 2016

Stage Manager internship

Helium Films

Paris, FRANCE

- . **Transportation** of filming equipment
- . **Preparation** of filming locations
- . **Food Management**

August 2015

Sound Editing/Mixing internship

KNTV

Brussels, BELGIUM

- . **Sound mixing & editing** on various TV Shows
- . **Sound Engineer** on set

May 2015

Sound Editing assistant internship

MJM Post-Prod

Paris, FRANCE

- . **Dubbing mixing & recording** on projects such as Sailor Moon, FireTwister, AWOL-72



PROJECTS

October 2020 - Juin 2021

Narrative Designer & Programmer

Live Adventure

Console game

Live Adventure is a solo second-person adventure game where the player controls a duo of brother and sister explorers. While the brother carries the game's camera, his sister is filmed by this camera.

- . **Prototyping** and **research** on camera features, UI & feedback
- . **Research** and creation of a **Dialog System & editor**
- . **Implementing sounds** and **Wwise** into Unreal
- . Working and communicating with an **external sound designer/composer**
- . **Writing** dialog samples

October 2019 - September 2020

Gameplay/UI/Tool Programmer

QUASH!

Released on 

VR Game

QUASH! is a mashup between squash and brickbreaker where one or two players are stuck in a room with a wall of multiple layers composed of bricks. Their objective is to destroy them all before the time is up.

- . Creating a **Level Editor** and implementing level generation in the game
- . Creating a **tool** to facilitate the implementation of a progression tree **for the solo campaign**
- . Coding **gameplay** elements such as bricks, color/pool systems, ball impact & level progression
- . **Coding & Implementation UI** elements such as the score & combo values and the timer

February - June 2019

Gameplay/UI/Tool Programmer, Game Designer, & Co-Writer

Brozel

Mobile Game

Brozel is a puzzle-narrative mobile game where the player embodies Blanche, a young prostitute pacing the corridors of her Rubik's Cube brothel looking for clues about what happened to her friend Irina.

- . **Scripting camera** behavior
- . Creating a **tool** to facilitate the implementation of dialogs
- . **Coding & Implementation UI** elements such as menus, interactions, progression & dialogs
- . **Coding gameplay** elements such as an inventory system & dialog tree
- . **Co-writing** dialogs before implementing them

July-August 2018

Narrative Designer, Level Designer & Programmer

Atma

Released on 

Valenciennes, FRANCE

- . Establishing the **game concept** and its **mechanics** with the team
- . Creation of several chunks of **Level Design**, and integrating them in the game
- . **Scripting** gameplay
- . **Presenting** the game at events such as Art-to-Play @Nantes, Indiecade @Paris, FRANCE

Atma won the **Fan Favorite & Hobbies** section GDWC 2019, over **70K downloads** with **95% of very positive feed-back**.

EDUCATION

2019 - 2021

Master's Degree Game Programming

RUBIKA Supinfogame

Valenciennes, FRANCE

. currently **Creative Director & Gameplay Programmer** on a 2nd person game : Live Adventure

2016 - 2019

Bachelor's Degree Game Design

RUBIKA Supinfogame

Valenciennes, FRANCE

. Through both academic coursework and professional training, I have developed my skills in **game design, analysis & management**.

2013 - 2016

Bachelor's Degree Audiovisual Production

ESRA

Paris, FRANCE

3rd year - . **Post Production Supervisor** on the pilote : SOMEWHERE

2nd year - . **Sound Editor/Mixing, Actor & Writer** on the web serie : SPACE PIRATES

. **Casting Assistant & Stage Manager** on shortcoms & commercials

SKILLS

Softwares



Unreal Engine 4



Unity



Git



Premiere



Photoshop



InDesign

Programming



basics



blueprint

Languages



French (native)



English (fluent)

HOBBIES

I enjoy playing **video games** to discover new experiences and unforgettable stories. I analyse them to get a strong opinion in order to talk about them to realise their impact on each other.

I love **traveling** around the world, discovering new cultures, architectures, and mythologies. (Indonesia, Canada, USA, Croatia, Iceland, Norway, Italy...)

Movies are one of my greatest inspirations when it comes to conceptualizing a game. I want to **write** a story and characters to make players relate to them.

With my 13 years experience in **theater** and cinema. I still love acting on stage, embodying personalities, and working the arrangement of a stage to play with it.