

# Antoine Marquès

Game, Narrative & Level Designer



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Mother Tongue



Working proficiency



Elementary proficiency

## Profile & Objective

**Passionate, creative and determined** I'd like to work on epic productions with massive teams and great challenges. My main goal is to work on game development, particularly on **interactions between player and story**. I'm **aiming to work on huge projects** where storytelling plays an important role in the experience.

## Work Experience

### 2012 | Writer at Community Network | France

My volunteer job consisted in writing articles about the Mass Effect universe for the French fanbase. As part of my efforts, I exchanged with the Mass Effect Saga team at GamesCom in 2012 and did an interview with BioWare's community managers.

### 2010 - 2011 | "La Diagonale du fou" | Dijon, France

Worked as a seller / **Advisor Specialized in Board Games** and RPGs. My responsibilities were:

- Having a good **knowledge of the games** in order to sell them according to customer's expectations.
- Following the market and **studying the current trends**.
- Organizing and managing tournaments.

**2009** | Four months summer job in a vineyard | Gevrey-Chambertin, France

**2008** | Seasonal job in Dijon city's greenhouse | Dijon, France

**2006 / 2007 / 2008 / 2009** | Grape Harvesting in Burgundy's "Grand Crus" | Gevrey-Chambertin, France.

## Projects

### 2015 - Today | Creative director, Level and Game Designer on "Fallen Steel" | Valenciennes, France

Fallen Steel is a action/infiltration cooperative game with asymmetrical gameplay running on UE4 for PC. On this project, I'm creative director, writer, game designer and level designer.

### 2012 - Today | Project manager, writer and Game Designer on "Exodus" | Valenciennes, France

I first began work on the Exodus universe less than four years ago. The game is a "Pen and Paper" RPG that I'm currently developing with three friends from Supinfogame as a personal project. The game takes place in an original space-opera universe. The second prototype is ready and we are looking for a publisher

### 2014 - 2015 | Game and level Designer on "Nova" | Valenciennes, France

I was level and game designer on this mobile game. It was a very special challenge, it's a one-button pinball game.

### 2014 | Game and level Designer on 3 Space theme-based serious Games | Valenciennes, France

With a seven-member team we developed 3 serious game-oriented minigames in a space universe during one week. I was in charge of the game and level design of the 1st mini-game and the concept of the 3rd game.

### 2013 | Game Designer on "SMIP", a mobile puzzle game for Éditions Dupuis | Valenciennes, France

Over a period of ten days, I developed a prototype for édition Dupuis (Belgian comic-book publisher) with a team of 10 students at Supinfogame. On this project, I was Game Designer, Level Designer and writer.

### 2007 | Director of « Il était une fois... » | Paris, France

« Il était une fois... » is a self-made short documentary (15') I worked on for school. The documentary is about a French miniatures company « Rackham ». Never published because of an NDA.

### 2007 | Co-Director, actor and background designer on « Rêverie(s) » | Dijon, France

I was co-director, operator, actor and decorator on my second film school assignment: « Rêverie(s) », a short satirical film about modern society inspired by George Lucas' « THX1138 ».

## Education

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### 2011– Present | Supinfogame RUBIKA | Valenciennes, France

Last year (Fifth) in a **Master's Degree** in Management and **Game Design**.

### 2004-2007 | "Lycée Le Castel" | Dijon, France

BAC L (High School Diploma) – « Cinema et Audiovisuel »; Literature with **cinema specialization**.

## Key Skills

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### Game Design :

- Great imagination and creativity for designing original features.
- Specialization in narrative-related gameplay mechanics.
- Good knowledge of player psychology and reactions.
- Very good knowledge of Board Games and « classical » game mechanics, especially Roleplaying Games.
- Balancing parameters of the gameplay.

### Narrative Design and Storytelling :

- Good knowledge of Joseph Campbell's theories and analysis about story structure.
- Aware of the different ways to create original stories and characters.
- More than 14 years experience as Game Master on many different Pen and Paper RPGs.
- Author of a paper (for school) about game storytelling and player engagement in interactive stories.
- Writer for « Mass Effect Saga » about Mass Effect 3's Multiplayer gameplay

### Level Design

- Knowledge of the different principles of level design and environment building.
- Good knowledge of player psychology and keep player's interest (Especially in the FPS, TPS and RPG genres).
- Using game building tools like UE4, UDK or Bethesda's Editor (Skyrim Creation Kit) for personal use.
- In-engine level integration, building, prototyping and testing.

## IT Skills

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## Hobbies and Interests

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### Huge knowledge about Role playing, board, cards and miniatures games and related universes:

- Playing Board and Role playing Games regularly.
- Always curious and up-to-date with new productions and mechanics.

### A love for cinema and entertainment industry:

- Star Wars Fan. I've studied Georges Lucas' career extensively through many articles and books.
- Love « Old » hollywood films about pirates and knights.
- Passionate about film production, artistic research and special effect techniques.
- Like Tarantino's and Rodriguez's Movies.
- Good knowledge of cinema tropes and specificities.

### Passion for Science Fiction and Dark Fantasy in literature as well as in art and other media:

- Reading ( Michael MOORCOCK ; Richard MORGAN ; Terry GOODKIND...).
- Searching for new IPs and their influences.

### Passionate by European and Chinese Medieval and Ancient History:

- Participation in medieval events.
- Practiced medieval fencing.
- Read books and always inform myself about this period (on many subjects).
- Medieval cooking.

### Sports related skills:

Good skier, Amateur Diving, martial arts (7 years of Judo ; I practiced a little of Aikido, medieval and classical fencing). Basketball player in my childhood. I also possess some knowledge in sailing and archery.