

ANTOINE MARQUÈS

GAME, NARRATIVE & LEVEL DESIGNER

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WORK EXPERIENCE

2016 - today | **Warhammer : Chaosbane** as game and level designer at Eko Software (Paris), working on full development
2016 - 2017 | **How to survive 2** as junior game and level designer at Eko Software (Paris), working on post launch content and DLC
2012 | **Writer** at Community Network (France), writing articles about the *Mass Effect* universe for the french fanbase as volunteer
2010 - 2011 | **Seller** at La Diagonale du fou (Dijon), advisor specialized in board games and RPGs
2006 at 2009 | Several **seasonal jobs**


EDUCATION

2011- 2016 | **Master's Degree in Management and Game Design** at Supinfogame RUBIKA (Valenciennes)
2004-2007 | **BAC L** (high school diploma with Literature specialization) – Cinema et Audiovisuel at Lycée Le Castel (Dijon)

PERSONNAL & SCHOOL PROJECTS

2012 - Today | **Project manager, writer and game designer** on *Exodus*
“pen and paper” RPG I’m developing with three friends. The game takes place in an original space-opera universe.
2015 - 2016 | **Creative director, Level and game designer** on *Fallen Steel* (Valenciennes)
Fallen Steel was an action/infiltration cooperative game with asymmetrical gameplay running on UE4 for PC. Project for my last year of Master.
2014 | **Game and level designer** on *Nova*, a one-button pinball mobile game (Valenciennes)
2014 | **Game and level designer** on 3 space theme-based serious games (Valenciennes)
2013 | **Game Designer** on *SMIP*, a mobile puzzle game for Éditions Dupuis (Valenciennes)
2007 | **Director** of *Il était une fois... & Rêverie(s)* (Paris & Dijon)
Il était une fois... is a self-made short documentary (15’) about a French miniatures company Rackham. Never published because of an NDA.
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*.

SKILLS

- Specialization in narrative-related & co-op gameplay mechanics
- Hack’n’slash & RPG games mechanics
- Game design reference documentation
- Level design 3D
- In-engine level integration, building, prototyping and testing
- XML & visual scripting
- UE4, UDK
- Articy:draft
- Photoshop, Adobe Premiere
- ■ French : mother tongue  English : working proficiency

HOBBIES AND INTERESTS

- Playing board and role playing games regularly
- Passionate about film production, artistic research and special effect techniques
- Love for science-fiction and fantasy in literature as well as in art and other media
- Interested in european and chinese medieval and ancient history
- Practicing martial arts (7 years of judo ; I practiced a little of aikido, medieval and classical fencing, ludosport)
- Skier, amateur diving ; I also possess some knowledge in sailing and archery