

### École nationale du jeu et des médias interactifs numériques

OUT OF SCHOOL AND DIVING INTO PRODUCTION

## **RIZZO François et GIAFFERI Bastien Game designer at Digixart**

Memories Retold is the first game we worked on right after school. We'll share a few technical tips on how to work as a (mostly) junior team for one year and half with a famous English animation studio for a Japanese publisher to ship a game on 3 platforms, just in time for the world war one commemoration. par RIZZO François

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background-color:#c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } */
DIGIXART>http://www.digixart.com/
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#### Biographie

François Rizzo studied cinema and many other things before deciding to work on videogames. He graduated from Cnam in 2016 and joined Digixart at the start of preproduction of 11-11 : Memories Retold as a game and level designer, which happens to be his first game.

#### About DIGIXART

DigixArt's Core Team is a mix of experienced veterans from AAA industry and younger talented developers with high potential. The team strive to create meaningful games and believes both in mobile gaming and pc-consoles long term growth.

Our network of international freelancers and partner studios enables a flexible and powerful capacity. It allowed the studio to ship its first IP after only 9 months of production.





20 décembre 2018

10h - 11h