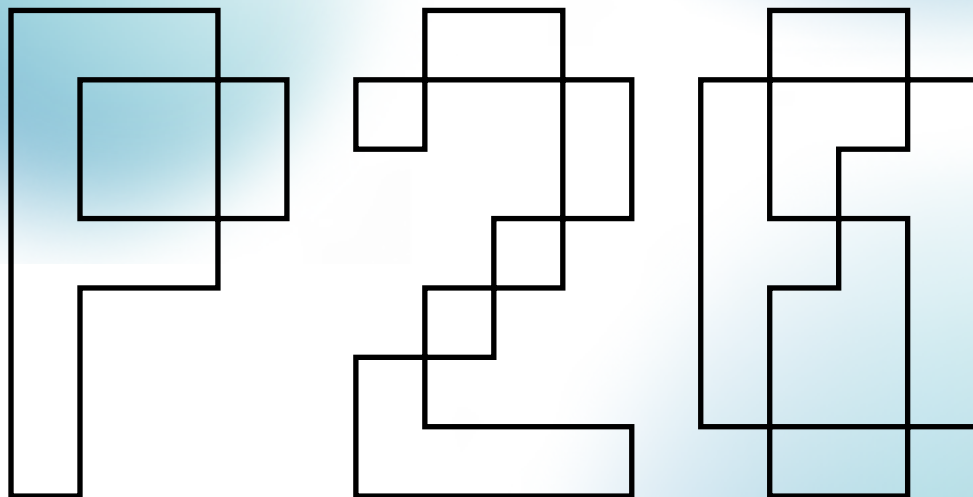


2nd year Master's Degree

# Projects presentation

Class 2023-2025



#3 February 14th  
2025



Thank you for being part of the jury!



# Industry jury members

## \* Class Sponsor / Lightbulb Crew

**Sandrine DUBOIS** - Creative Lead, Art Director and UX/UI Designer

## \* ARTE

**Leili MIR KHOSRAVI** - Line Producer

## \* Asobo Studio

**Bruno COLOM** - Lead Gameplay Programmer

**Arnaud MISAINÉ** - Game Designer

**Aurélien PITERS** - Audio Director

## \* DON'T NOD

**Sébastien GAILLARD** - Audio Director / Manager

## \* Focus Entertainment

**Cécile FLÉCHON** - Publishing Coordinator

## \* Fundav & Sage Curriculum

**Mishka DE CARO** - President & Co-Founder

## \* Micro-Folie de Noisy-le-Sec

**Denis MOREAU** - Director

## \* La Belle Games

**Cédric BACHE** - Co-Founder

## \* Ninja Theory

**Antoine SARRAZIN** - Senior action Designer

## \* Oh Bibi

**Marguerite IMBERT** - Narrative Designer



# Industry jury members

## \* PUNKCAKE Délicieux

Rémy DEVAUX - Co-Founder

## \* Tactical Adventures

Mathieu GIRARD - CEO

## \* Ubisoft

**Nicolas ANSEMI** - Talent Aquisition Manager

**Lucas BELAROUCI** - Project Coordinator

**Rémi BOUTIN** - Senior Game Designer

**Tristan DUFOUR** - Senior User Research

**Clément HARDY** - Talent Acquisition & Campus Specialist

**Audrey JOSSE** - Senior Talent Acquisition

**Amandine PIELAWSKI** - Associate Technical Director Animation

**Marie PIQUOT** - Talent Acquisition Specialist & Campus Manager

**Anaïs RIFF** - FX Artist

**Isabelle STEFFENS** - Gameplay Developper

## \* Freelance

**Anna BRESSAN** - Creative director, Teacher and Conference Speaker

**Cécile LE PRADO - NATKIN** - Composer, University Lecturer and Researcher

**Laura SAADA** - Producer

**Antoine TEUF** - Full Stack Developer, Game Developper

Thank you for being part of the jury!



# Academy jury members

**Axel BUENDIA** Cnam-Enjmin Director and Academic Lead of the Game Programming track

**Catherine ROLLAND** Video Game Development Projects Manager  
**Aïda DEL SOLAR** Art and Creative Director of the JMIN Master's Degree  
**Stéphane NATKIN** Founder and Former Director of Cnam-Enjmin  
**Jérôme DUPIRE** Co-Founder and President of CAPGAME  
**Sophie GOUDJIL** Master's Degree Teacher

## Game Art

**Sophie DASTE** Academic Manager of the Game Art track  
**Alexandre SAUDERAIIS** Professional Manager of the Game Art Track  
**Farhanaz ELAHEE** Coordinator and Educational Engineer of the Game Art track  
**Antonin FOURNEAU** Multimedia Artist Light Designer and Teacher

## Game Design

**Stéphanie MADER** Academic Manager of the Game Design track  
**Camille MOREAU** Professional Manager of the Game Design track

## Game Programming

**David ELAHEE** Academic Manager of the Programmation track

## Project Management

**Stéphane FROMENT** Academic Manager of the Production track  
**Jacky PRIEUR** Teacher

## Sound Design

**Vincent PERCEVAULT** Academic Manager of the Sound Design track  
**Isabelle BALLEET** Professional Manager of the Sound Design track

## UX UI UR Design

**Sandrine GIL** Academic Manager of the UX/UI track  
**Xavier RÉTAUX** Professional Manager of the UX/UI track  
**Loïc CAROUX** Associate Professor of the UX/UI track

# Program of the day

09:30 am

Welcoming words

09:45 am

SEE YOU, STAR STATION

10:30 am

THEY MAKE SOUNDS

11:15 am

MIMIC HUNT

12:00 am

Break "Plateau Projet"

02:00 pm

AR MARE

02:45 pm

VISCERA

03:30 pm

SAUDADE

04:15 pm

Final words

04:30 pm

"Plateau Projet"

# See you, STAR STATION

09 : 45 am

↓

10 : 30 am

All aboard! ☆

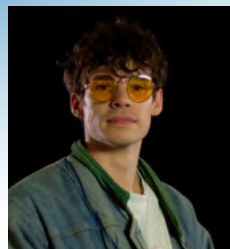
Join a *magical girl* on her journey to find her place in a tumultuous world!

Put on a sparkly suit matching your personality and go on a narrative 3D action-platform adventure followed by your phone side-kick!

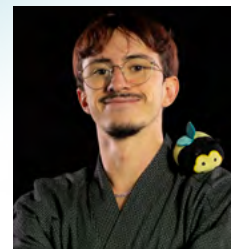
Hop on a train, meet wacky friends, solve mysteries... Oh, and deal with super powerful bosses a *bit* overwhelmed by their emotions!!



Oscar DUHAMEL  
Game designer



Théodore LABORDE  
Game designer



Paxti.M GONZALEZ  
Game designer



Mael HEURARD  
Sound designer



Jess TESO  
UX/UI designer



Nino SANDLARZ  
Programmer



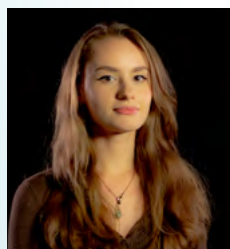
Estelle ROSTAN  
Programmer



Tristan BADANA  
Programmer



Hugo BAYLE  
Graphic designer



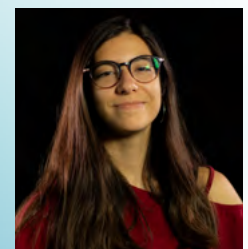
Margaux  
HANQUEZ-CLAUWAERT  
Graphic designer



Morgane RAYMOND  
Graphic designer



Sasha BURLET  
Producer



Aurone BERTHET  
Producer

# They Make Sounds

10 : 30 am



11 : 15 am

They Make Sounds is an exploration and speleology game where you play an archaeologist descending into the immense abyss to study the ruins of an extinct civilization.

Equipped with a device capable of hearing sounds emitted thousands of years ago, you must make your way ever deeper into the abyss in order to unravel the secrets of this mysterious civilization.

A journey of no return...



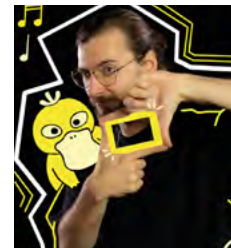
Benjamin PHILIPPOT  
Graphic designer



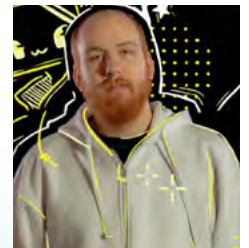
Anaïs DUBART  
Graphic designer



Brice BONNEFOND  
Graphic designer



Maxence MARTINIANI  
Game designer



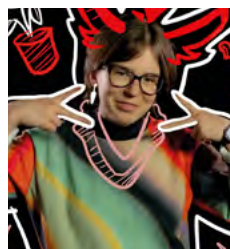
Faer SOUVILLE  
Game designer



Margot THETIOT  
UX/UI/UR designer



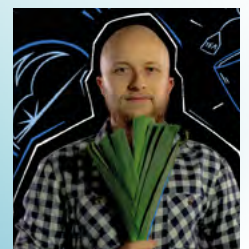
Enzo TITTARELLI  
Sound designer



Lucien SECORD  
Programmer



Théophile CARRASCO  
Programmer



Florian LECAREAUX  
Producer

# Mimic Hunt

11 : 15 am  
↓  
12 : 00 am



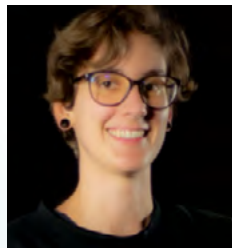
1980s. A real estate company looks for buying houses to build bigger buildings. Somehow, houses become infested with mimics

These dangerous, insidious creatures are able to turn into house furniture and hide, only to kill the house inhabitants.

With up to 3 friends, you are part of the local self-defense association in the neighborhood trying to solve the issue by themselves. Earn money by hunting mimics at the risk of your life, and purchase better equipment to eradicate more dangerous mimics in bigger houses.



Léo ZINANI DEBRAECKER  
Game designer



Franziska BLANK  
Game designer



Florian CARON  
Graphic designer



Laura MOGET  
Graphic designer



Timothée BOLLA  
Producer



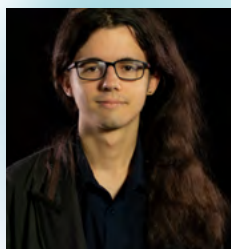
Alexandre  
AGNIEL-ROUX  
UX/UI designer



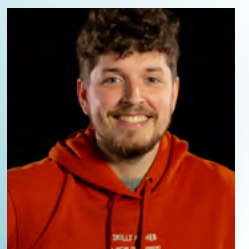
Simon RUIZ  
UX/UI designer



Tom D'EXPORT  
Programmer



Jérémy Loïc  
AUCLAIR  
Programmer



Frédéric KUKOVICIC  
Sound designer





02 : 00 pm



02 : 45 pm



Ar-Mare is a first person walking sim playable on PC with a keyboard and a mouse. It mixes horror, narration and puzzles.

Set in 1920 off the coasts of Brittany, Ar-Mare follows Morgan Le Duienn, a fisher-woman turned light-keeper. After the Great War, which spurs her to escape France's new policies, she takes up the job at the Ar-Mare lighthouse only to immediately find out that the place is not what it seems and thus begins the nightmare.

The game tells a story of loneliness and of one-sided, abusive love, and ownership.



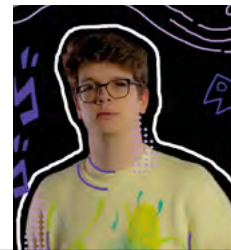
Emma-Louise BOT  
Game designer



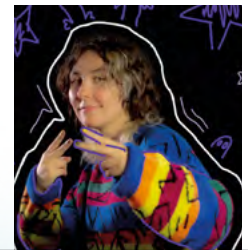
Maureen BASTIAN  
Game designer



Victorien PRÉVOT  
Graphic designer



Gabriel PURNELLE  
Graphic designer



Albin HINCOURT  
Graphic designer



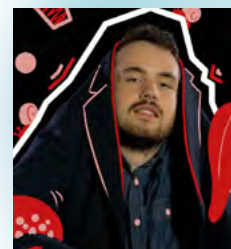
Léa LIONIS  
Producer



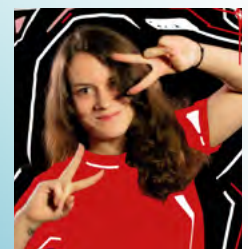
Simon RUIZ  
UX/UR designer



Hugo  
SANNIER-DURAND  
Sound designer



Jules SARTON DU  
JONCHAY  
Programmer



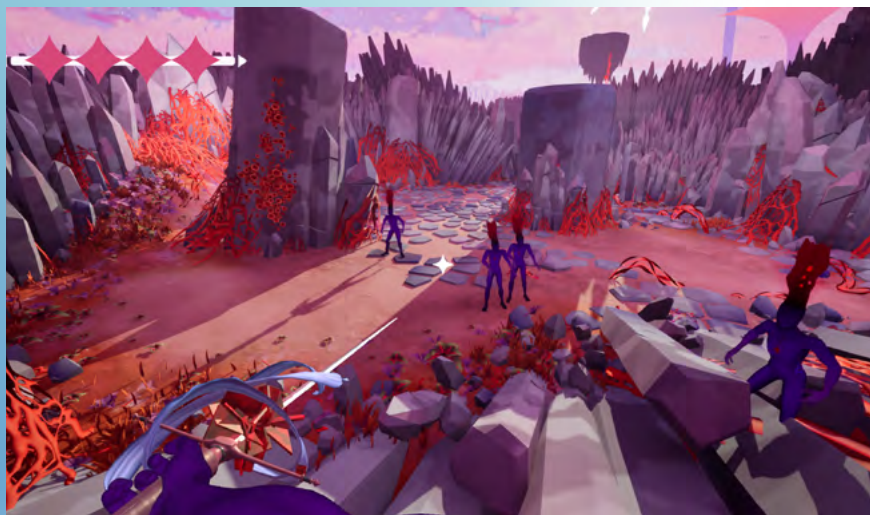
Marion POBELLE  
Programmer

# VISCERA

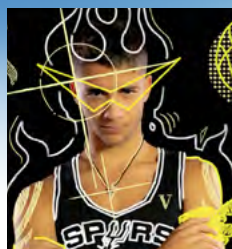
02 : 45 pm



03 : 30 pm



Camille MISBACH  
Game designer



Vasco MENDES-FERREIRA  
Game designer

Viscera is a fast-paced hack'n'slash arena fighter in first person.

Leave your old self behind and shape your future in this trial. Guided by Beot, a legendary weapon who judges your path, every dilemma and choice reveals who you are and how you'll wield this power.

Viscera is a game experience where the player actively explores meaningful choices, where each decision, whether violent or peaceful, shapes the experience in a lasting way and reflects the player's identity.



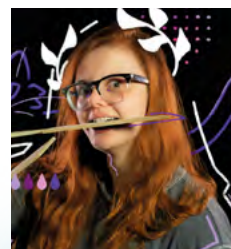
Mattéo BLIVET  
Sound designer



Morgane BRIU  
Graphic designer



Loris LEBLOND  
Graphic designer



Mahé  
Graphic designer



Aurora BERTHET  
Producer



Alexandre  
AGNIEL-ROUX  
UX/UI designer



Louis VOGEL  
Programmer



Antonin LOMBARD  
Programmer



Clément TYMINSKI  
Programmer



03 : 30 pm



04 : 20 pm

In Saudade, explore your childhood village in Portugal, meet old friends, get to grips with your environment and rediscover your past...

TIME'S UP ! You respawn in the countryside but every modification you brought to the environment remains...

Try to go as far as possible and fulfil Ernestina's dream !



Gabriel DUCRAY  
Game designer



Myriam QUERO  
Game designer



Romain BELET  
Sound designer



Jules GIBERT  
Graphic designer



Marine MOUSSET  
Graphic designer



Gaby LATY  
Graphic designer



Sasha BURLET  
Producer



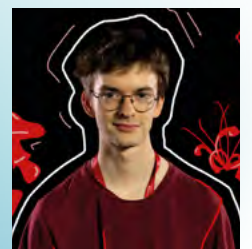
Jess TESO  
UX/UI/UR designer



Margot THETIOT  
UX/UI/UR designer



Alvin DAMASIO-  
RAZAFIARIZAKA  
Programmer



Fabien VALLET  
Programmer



Thanks For

your kind

attention 