

**2ND YEAR
MASTER'S DEGREE**

P19 CLASS 2022-2024

PROJECTS PRESENTATION



11.10.23
ENJMIN'S
LECTURE THEATRE

**STARTING
AT
9:00 AM**

Campus Image
Magellis
Angoulême

le **cnam**
enjmin


1483
Université
de Poitiers

THANK YOU FOR BEING PART OF THE JURY!

PROGRAM OF THE DAY

09:30 - 10:10 am	Suburbia Electronica
10:15 - 10:55 am	A Celt's Ode
11:00 - 11:40 am	Run Out
11:45 am - 1:40 pm	Break "Plateau Projet" - Lunch at the Foyer
1:45 - 2:25 pm	The Psych-Office Of Thoughts
2:30 - 3:10 pm	Monster Inside
3:15 - 3:55 pm	Shokh
4:00 pm	Final words
4:00 - 5:30 pm	"Plateau Projet"

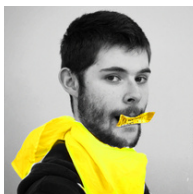
SUBURBIA ELECTRONICA

9:30 - 10:10 am / Suburbia Electronica

PRESENTATION

A social-sim adventure game about kindness, love, and all things that could make a robot's heart glow just a bit softer.

TEAM



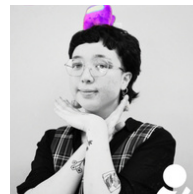
Martin
COUDRIN

System &
Level Designer



Majda
MDAHOMA HADJI

Narrative Designer &
Game Writer



Loan
LE HOANG

2D Game Artist &
Animator



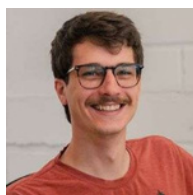
Solenn
RIPOTEAU

3D Environment
Artist



Jules
POULAIN

Gameplay
Programmer
& DevOps



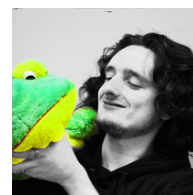
Marco
CRISTOFORETTI

Programmer



Tristan
LOUMONT

Producer



Vitia
MURAT

UX Designer &
Researcher



Tom
NOUET

Audio
Designer

A CELT'S ODE

10:15 - 10:55 am / A Celt's Ode

PRESENTATION

Discover the mythological past of the early Celts in A Celt's Ode, a Tactical-RPG focused on fights where your opponents are stronger than you ever will be. Defy creatures beyond your own understanding in a tight, easy to learn, combat system based on map control and non-violent confrontations.

TEAM



Marie
DUBOIS

Game
Designer



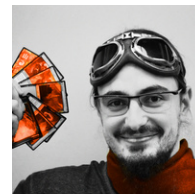
Fae
MAYOT

Game
Designer



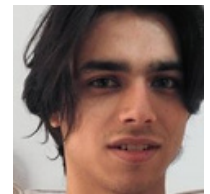
Pierre
HENNECART

Programer



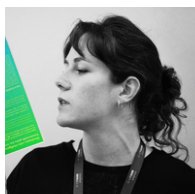
Victor
COUTURIEUX

Programer



Juan Martin
STRAUCH

Graphist
Designer



Charline
DEPRES

UX/UI Design



Julien
DURONSOY

Producer



Baptiste
LALUE

Graphist
Designer



Quentin
BEAUMONT

Sound
Designer



11:00 - 11:40 am / Run Out

PRESENTATION

Run Out is a solo “found footage”-ish horror game.

TEAM



Vincent
LEBARBE

Graph Artist



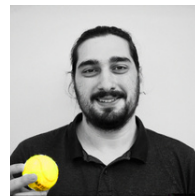
Pierre
MARCOS

Graph Artist



Jules
LOUIS-CALIXTE

Game
Designer



Théo
MAULON

Game
Designer



Roberto
FECAROTTA

Producer



Nathanaël
BROCH

Programmer



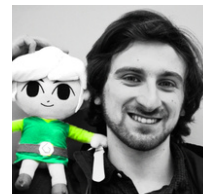
Dorian
VABRE

Programmer



Noé
MATHIEU

Sound
Designer



Théo
TRIMOULET

UX Designer

THE PSYCH-OFFICE OF THOUGHTS

1:45 - 2:25 pm / The Psych-Office Of Thoughts

PRESENTATION

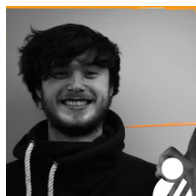
A new, untested, method of therapy is emerging. In this 3rd person action-adventure game, dive in your own mind with the help of your psychotherapist. In this surrealist evolving arena made of thoughts, face and fight the root of your problems.

TEAM



Léo
ABBAZ

Level and Narrative
Designer



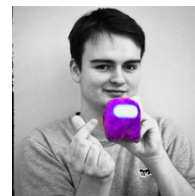
Etienne
COEMELCK

Sound Designer
and Composer



Bastien
CRAVI

UX Designer and
User Researcher



Arthur
DEVY

3D Game
Artist



Adnan
ESBER

Producer



Lauralie
GIRARD

Concept
Artist



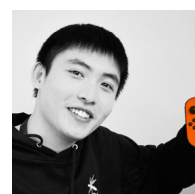
Roman
GRZEGORZEWSKI

Game Designer



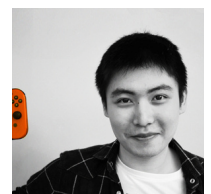
Lucas
LACOUTURE

VFX, Tech Artist,
Programmer



Alex
VU

VFX, Tech Artist,
Programmer



Danny
VU

Gameplay
Programmer

Monster Inside

2:30 - 3:10 pm / Monster Inside

PRESENTATION

What was supposed to be a simple anti-monster exercise turns into a nightmare for Sacha and Clementine two twin siblings. Inside the corridors of the lockdowned highschool they will have to find their way out of the school and through the truth behind the appearance of the roaming mysterious monsters. They'll have to find the right balance between defense and offense if they want to escape together and avoid turning into the same monsters they are running from.

TEAM



Rémi
DECORNE

2D Artist &
Animator



Ajay
PREGASSE

2D Concept &
Game Artist



Hélène
MALHERBE

3D Artist &
Animator



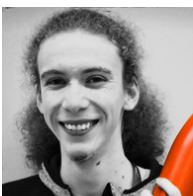
Sam
CHEVRIN

UX Designer &
User researcher



Gorik
GAZARIAN

Sound Designer &
Music Composer



Tanguy
DEPRAZ

Programmer



Mathieu
JACQUEMET

Programmer



Marie
PAKULA

Level &
Game Designer



Maël'lo
VAUCHEL

Narrative &
Game Designer



Louise
JANDOT DIT DANJOU

Producer

SHOKH

3:15 - 3:55 pm / Shokh

PRESENTATION

Shokh is a fast-paced third person parkour game for one player. They will take control of a wanderer, running away from the end of the universe, who can travel through different dimensions -or layers- of the environment they will visit.

TEAM



Isaure
MAUREL

Game
Designer



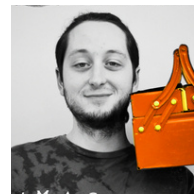
Charlie
VINCENT

Game
Designer



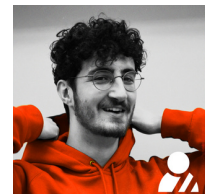
Alexandre
LACROIX

Programmer



Thomas
BOULANGER

Programmer



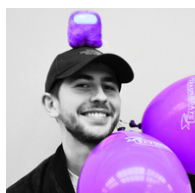
Jacques
CLERY-SALENAVE

Programmer



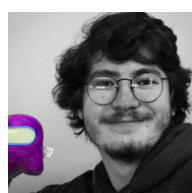
Oscar
JUTEAU

UX/UR



William
CHALAIN

Game
Artist



Raphaël
BOURGUEIL

Game Artist



Paul
CORET

Sound
Designer



Eris
DESQUILBET

Producer

THANKS FOR
YOUR KIND ATTENTION