

P21

2024-2026

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SECOND YEAR
MASTER'S DEGREE

P21

PROJECT
PRESENTATIONS

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Magelis

le cnam
enjmin

Université
de Poitiers

INDUSTRY JURY MEMBERS



CLASS SPONSOR

Tourmaline Studio

Marion Bareil - Co Founder - CEO

Arte

Coralie Ratieuville - Digital Project Manager

Asobo Studio

Christelle Rebourg - UX Designer

Guillaume Voisinnet - Producer

Mélusine Wagner - Technical Artist

Focus Entertainment

Cécile Fléchon - Publishing Coordinator

Freelance

David Bowman - Chief Operating Officer

Cécile Le Prado-Natkin - Composer

Antoine Sarrazin - Senior Game Designer

Raccoon Business

Mylene Lourdel - CEO

Sloclap

Laurianne Espinadel - Sound & Voice Designer

Sourcing in the Rain

William Bertin - Freelance Game Scout

Ubisoft Bordeaux

Lucas Belarouci - Associate Producer Gameplay & Cutscenes

Rémi Boutin - Senior Game Designer

Anaïs Riff - Associate Lead FX Artist

Gaston Robert - User Research Project Manager

Ubisoft Montpellier

Marion Perret - Sound Designer

Ubisoft Paris Studio

Marie Archer - Lead Game Designer

Charline Faure - Level Artist

Clément Hardy - Talent Acquisition & Campus Specialist

Séverine Mastroleonardo - Lead UI Designer

Leslie Petillon - Associate Producer

Wilfried Rabouin - Senior Tools Programmer

ACADEMIC JURY MEMBERS

Axel Buendia - Director and Academic Head (Game Programming Track)

Aïda Del Solar - Art and Creation Director

Antonin Fourneau - Multimedia Artist Light Designer and Teacher

Catherine Rolland - Student Projects Coordinator

Game Art

Sophie Daste - Academic Head (Game Art track)

Farhanaz Elahee - Educational Leadership and Engineering Managers (Game Art Track)

Alexandre Sauderais - Professional Head (Game Art track)

Game Design

Lucile Cacciuttolo - Educational Leadership and Engineering Managers (Game DesignTrack)

Stéphanie Mader - Academic Head (Game Design track)

Camille Moreau - Professional Head (Game Design track)

Game Programming

Lucie Dewagnier - Professional Head (Game Programming Track)

David Elahee - Educational Leadership and Engineering Managers (Game Programming Track)

Project Management

Alison Derolez - Educational Leadership and Engineering Managers (Project Manager Track)

Stéphan Froment - Professional Head (Project Management Track)

Karim Medjad - Academic Head (Project Management Track)

Sound Design

Isabelle Ballet - Academic Head (Sound Design Track)

Thierry Dilger - Professional Head (Sound Design Track)

UX UI UR Design

Loïc Caroux - Master's Degree Teacher in UX/UI Track

Sandrine Gil - Academic Head (UX/UI track)

Xavier Retaux - Professional Head (UX/UI track)

PROGRAM OF THE DAY

09:00 am	Coffee
09:40 am	Welcoming words
09:50 am	ESCAPASTAMP
10:30 am	BELOW THEIR SIGHT
11:10 am	12 ABROAD STREET
11:50 am	Break "Plateau Projet"
02:00 pm	AMONGST THE THORNS
02:40 pm	MY HERBARIUM
03:20 pm	YUREI
04:00 pm	Final words
04:10 pm	"Plateau Projet"

09:50 am - 10:30 am

ESCAPASTAMP

Escapastamp is a co-op adventure game where you and your friends must collect stamps by uncovering secrets and achievements in order to make your vacation last forever!

Every day, your team is dropped in a random location on a small open-world with the bare minimum to survive the day! From there, every action and interaction may unlock an achievement!

Fight your friends, run around, jump off a cliff... Any trick may do but remember, if you all end up at the nurse's office or if you don't collect enough stamps :

THE HOLIDAY IS OVER !



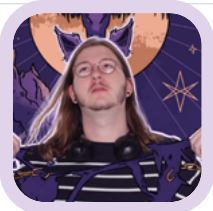
Maïa Mâx Beauvois
Producer/
Project Manager



Baptiste Denis
Programmer



Samy Dif
UR/UX Designer



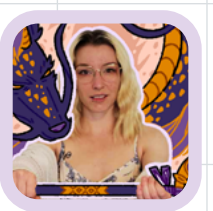
Steven Favre
Game Artist



Virgile Gacem
Sound Designer



Sacha Mendy
Game Designer



Daphné Renault
Game Artist



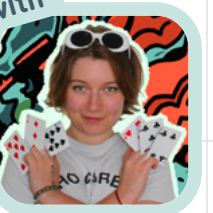
Capucine Tableau
Game Artist



Pablo Val
Game Designer



Louis Viel
Programmer



Lily Beauhaire
UR/UX Consultant

10:30 am -11:10 am

BELOW THEIR SIGHT

Below Their Sight is an unsettling 1st person solo exploration game, in which players roam inside an abandoned city to uncover the secrets of the gigantic entities floating above them.



Paul Bouyer
Game Designer



Thomas Carta
Producer



Nathanaël Defeuillet
Game Designer



Olivia Erussard
UR/UX Designer



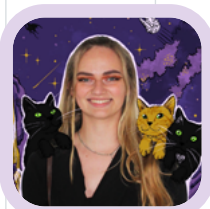
Lucas Gibert
Programmer



Antoine Marrama
Game Artist



Sébastien Morris
Programmer



Alicia Philippe
Game Artist



Natanael Rossignol
Game Artist



Léonard Tamas
Soun Designer &
Music Composer



Lily Beauhaire
UR/UX Consultant

11:10 am - 11:50 am

12 ABROAD STREET

12 Abroad St is a text-based RPG that draws from micro-computer RPG games, almost entirely consisting of interface. You play as someone who has to reluctantly attend a high school reunion party in their childhood city. They rediscover these streets they were sure to remember, getting lost while trying to find their way to the 12 Abroad St, where the party is happening. Actions and choices rely on using, finding, discarding or combining words, which are collected through exploration, just like items. It's an invitation to reflect on language, discrepancy and on the search for meaning and identity in a world that does not always make sense.



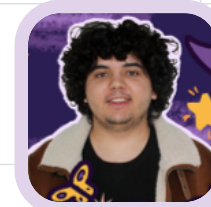
Matéo Aventuriero
Programmer



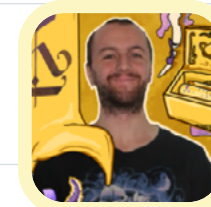
Léa Dantec
Game Designer



Victor de Senneville
Producer



Gabriele Ennaouaji
Game Artist



Tom Jamgotchian
Game Designer



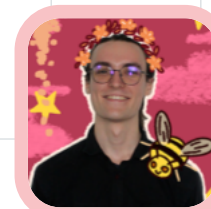
Amandine Klinger
Game Artist



Moumine Konate
UR/UX Designer



Luna Korjanovski
Game Artist



Paul Luneau
Programmer



Jules Quirin
Sound Designer

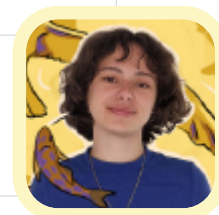
02:00 pm - 02:40 pm

AMONGST THE THORNS

Amongst the Thorns is a 3rd person survival horror game inspired by folkloriques representations from ancient Europe. Chased by your own family and trying to escape the cult you grew into, survive and avoid folkloric monsters as you play Abigael, a young woman carrying her cursed girlfriend who has been transformed into a basket.



Arthur Alain
Programmer



Juliette Alexandre
Game Designer



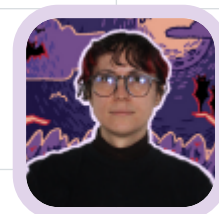
Rémi Bernard
Project Manager



Jade Bruneau
Game Artist



Justine Desmedt
Game Designer



Lucia Hadjam
Game Artist



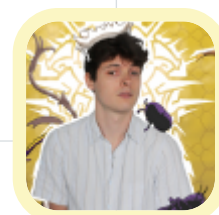
Marvin Lamacchia
Sound Designer



Raphael Naïm
UX Designer / Game
User Researcher



Gabin Rohde
Game Artist



Etienne Roulland
Game Designer



Samuel Suzan
Programmer /
Tech Artist

02:40 pm - 03:20 pm

MY HERBARIUM

My herbarium is a 2.5D relaxing game where you **forage** for plants and **craft** with them to reconnect with **nature** and your **local community**.



Félix Airaud
UX Designer/
Game User Researcher



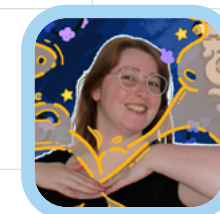
Candice Delorme
Sound Designer/
Composer



Maïa Esquerre
Game Artist



Clothilde Hugon
Game Artist



Gensana Manceau
Producer



Clélia Ménard
Game Artist



Madeleine Meranger
Game Designer



Julien Oudot
Programmer



Félix Von Euw
Game Designer



Lily Beauhaire
UR/UX Consultant

03:20 pm -04:00 pm

YUREI

Yūrei is a psychological horror game set in a manga's haunted pages. Delve into the book and bend its rules to rewrite the narrative.



Armand Blanchot
2D/3D artist



Corentin Boblet
Programmer



Inès Broquaire
Project Manager



Tanguy Bruschi
Sound & Music
Composer



Lud.e Chatin
Ergonomist



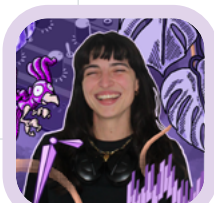
Timothée Dugeon
Game Designer



Samy Gaci
Game Designer



Matthieu Golsenne
Game Designer



Marie Kerob
Artist & Technical
Animator



Lilian Roze
2D/3D artist



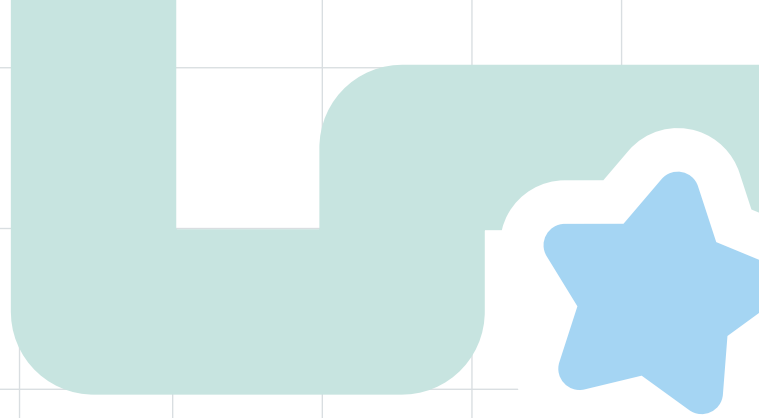
Baptiste Ruberte
Programmer

THANKS FOR

YOUR KIND

ATTENTION

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