P21

2024-2026

SECOND YEAR MASTER'S DEGREE

PROJECT PRESENTATIONS

#2

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 Voisinet - Producer

Mélusine Wagner - Technical Artist

Focus Entertainment

Cécile Fléchon - Publishing Coordinator

Freelance

David Bowman - Chief Operating Officer

Anna Bressan - Creative director, Teacher and Conference Speaker

Cécile Le Prado-Natkin - Composer

Antoine Sarrazin - Senior Game Designer

Raccoon Business

Mylene Lourdel - CEO

La Belle Games

Cédric Bache - Co-founder

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
DECEMBER 10TH

09:45 am — Introduction

09:50 am — 12 ABROAD STREET

10:30 am — AMONGST THE THORNS

11:10 am — MY HERBARIUM

11:50 am — Break "Plateau Projet"

02:00 pm — YUREI

02:40 pm — ESCAPASTAMP

03:20 pm — BELOW THEIR SIGHT

04:00 pm — Final words

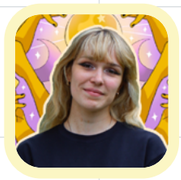
04:15 pm — "Plateau Projet"

09:50 am - 10:30 am

12 ABROAD STREET

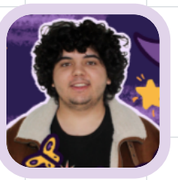
12 Abroad St is a text-based RPG that draws from micro-computer RPG games, almost entirely consisting of interface. You play as someone who has to reluctantly attend a high school reunion party in their childhood city. They rediscover these streets they were sure to remember, getting lost while trying 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 Avventuriero
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 Korjanevski
Game Artist

Paul Luneau
Programmer

Jules Quirin
Sound Designer

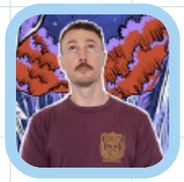
10:30 am -11:10 am

AMONGST THE THORNS

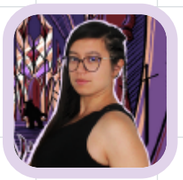
Amongst the Thorns is a 3rd person survival horror game inspired by folkloriques representations from ancient Europe. Chased by your own family and trying to escape the cult you grew into, survive and avoid folkloric monsters as you play Abigael, a young woman carrying her cursed girlfriend who has been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

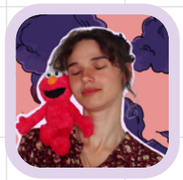
11:10 am - 11:50 am

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

with

Lily Beauhaire
UR/UX Consultant

02:00 pm -02:40 pm

YUREI

Yūrei is a psychological horror game set in a manga's haunted pages. Play as Jun, a mangaka trapped inside their own creation and forced to continue the story. Play inside and outside the panels, turn the pages to change their outcome and navigate through the remnants of your troubled past. It's up to your resilience and ingenuity to fight against the manga's will and escape its curse.

Lily Beauhaire
UR/UX Designer

Armand Blanchot
2D/3D artist

Corentin Boblet
Programmer

Inès Broquaire
Project Manager

Tanguy Bruschi
Sound & Music Composer

Lud.e Chatin
Ergonomist

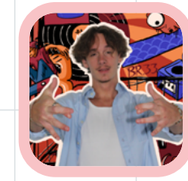
Timothée Drugeon
Game Designer

Samy Gaci
Game Designer

Matthieu Golsenne
Game Designer

Marie Kerob
Artist & Technical Animator

Lilian Roze
2D/3D artist



Baptiste Ruberte
Programmer

02:40 pm - 03:20 pm

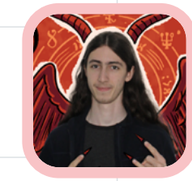
ESCAPASTAMP

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!

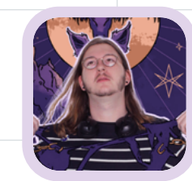
Fight your friends, run around, jump off a cliff... Any trick may do but remember, if you all end up at the nurse's office or if you don't collect enough stamps :
THE HOLIDAY IS OVER !

Maïa Mäx Beauvois
Producer/ Project Manager



Baptiste Denis
Programmer

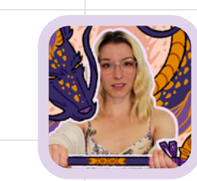
Samy Dif
UR/UX Designer



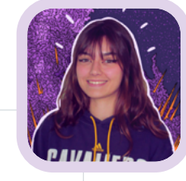
Steven Favre
Game Artist

Virgile Gacem
Sound Designer

Sacha Mendy
Game Designer

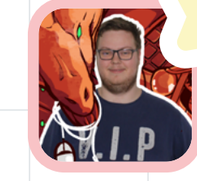


Daphné Renauld
Game Artist



Capucine Tableau
Game Artist

Pablo Val
Game Designer



Louis Viel
Programmer

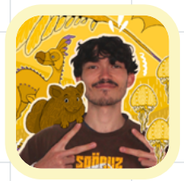
with

Lily Beauhaire
UR/UX Consultant

03:20 pm -04:00 pm

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.

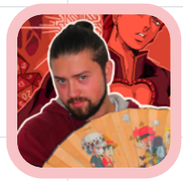


Paul Bouyer
Game Designer

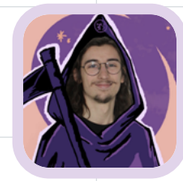
Thomas Carta
Producer

Nathanaël Defeuillet
Game Designer

Olivia Erussard
UR/UX Designer

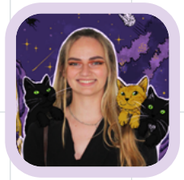


Lucas Gibert
Programmer



Antoine Marrama
Game Artist

Sébastien Morris
Programmer



Alicia Philippe
Game Artist

Natanael Rossignol
Game Artist

Léonard Tamas
Soun Designer &
Music Composer

with

Lily Beauhaire
UR/UX Consultant

THANKS FOR

YOUR KIND

ATTENTION

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