2024-2026

SECOND YEAR MASTER'S DEGREE

PROJECT PRESENTATIONS

#3

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

Le Cnam

Jacky Prieur - Producer

Focus Entertainment

Cécile Fléchon - Publishing Coordinator

Freelance

Claire Ananos - Artist, Director

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

Oceane Kressmann - 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
FEBRUARY 20TH

- **10:00 am** — Welcoming words
- **10:05 am** — AMONGST THE THORNS
- **10:50 am** — YUREI
- **11:35 am** — SWAMPARIUM
- **12:20 am** — Break "Plateau Projet"
- **02:15 pm** — ESCAPASTAMP
- **03:00 pm** — BELOW THEIR SIGHT
- **03:45 pm** — 12 ABROAD STREET
- **04:30 pm** — Final words
- **04:45 pm** — "Plateau Projet"

AMONGST THE THORNS

10:05 am -10:50 am

Amongst the Thorns is a third-person narrative game with stealth and survival horror elements. Set in the Middle Ages, it draws inspiration from folk-horror cinema. We follow Abigail and Elianor, who are cursed by their village, by their own community and family because of their love. We said they are cursed, and indeed they are, by an evil transformation: Elianor is changed into a common object of life, a wicker basket. Throughout the game, you play as Abigail, who is trying to escape her forced marriage and her family with her lover by her side. A creepy tale of grief, love and freedom.

Arthur Alain
Gameplay Programmer

Juliette Alexandre
Level & Narrative designer

Lily Beauhaire
UX/UI Designer
UI Artist

Rémi Bernard
Project Manager

Jade Bruneau
3D character / Tech art
2D character concept

Justine Desmedt
Writer & narrative designer

Lucia Hadjam
Environment / Lighting
/ Tech art / Concept 2D

Marvin Lamacchia
Sound Designer
/ Composer

Raphael Naïm
Game User Researcher
/ UX Designer

Gabin Rohde
3D character
/ Rigging & animation

Etienne Roulland
Gameplay
& Narrative Designer

Samuel Suzan
Programmer
/ Tech Artist

YŪREI

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 Designer
& Music Composer

Lud.e Chatin
UR/UX

Timothée Drugeon
Game Designer

Samy Gaci
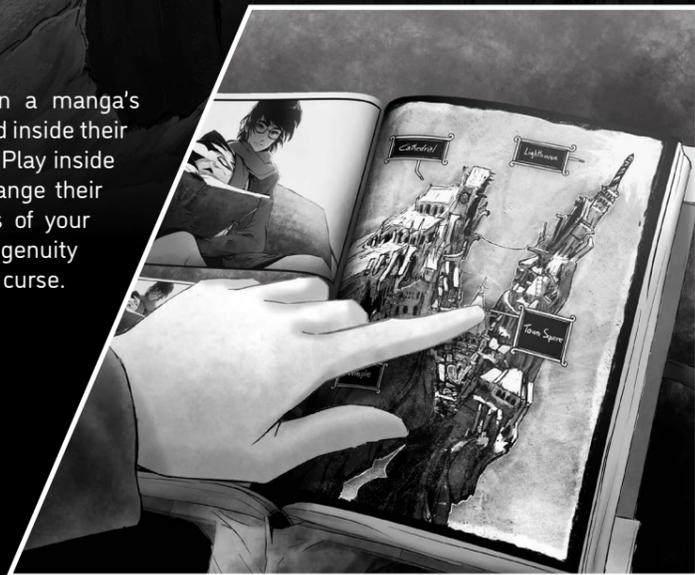Game Designer

Matthieu Golsenne
Game Designer

Marie Kerob
UI & 3D Artist &
Technical Animator

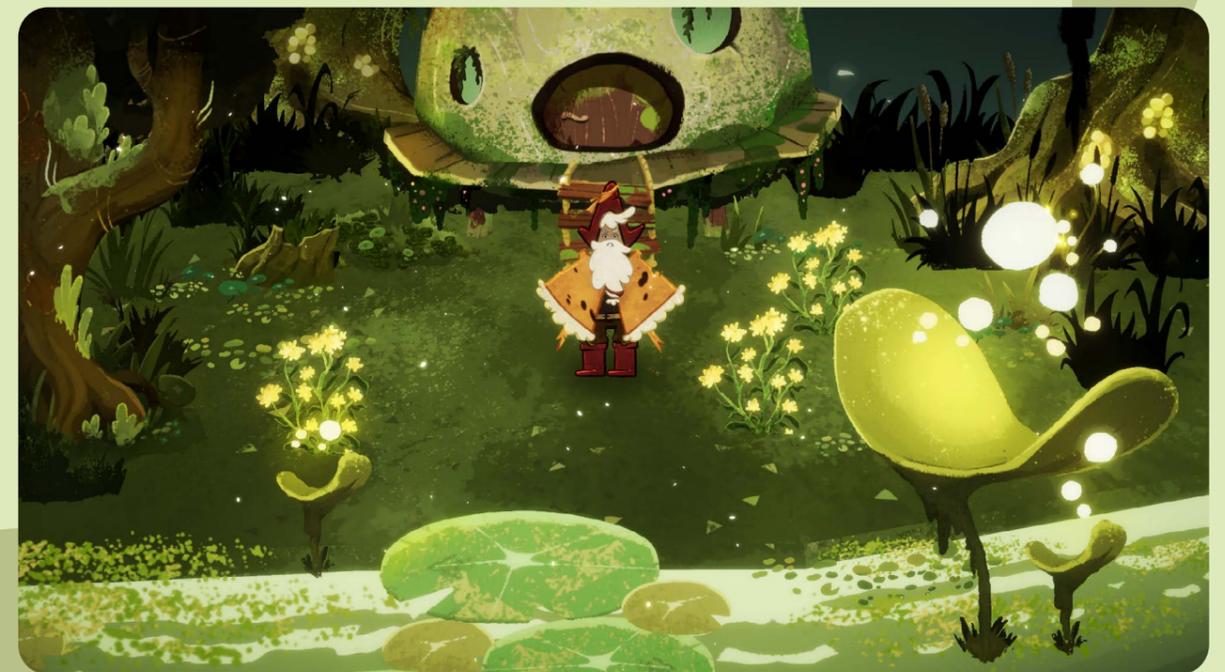**Lilian Roze**
2D/3D artist

Baptiste Ruberte
Gameplay &
System Programmer

Swamparium

Swamparium is a relaxing 2.5D solo game about the transmission of knowledge, with great care in showing respect for nature, community, and craftsmanship.

Forage for plants and fill an herbarium 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

ESCAPASTAMP

Maïa Mäx Beauvois
Producer

Baptiste Denis
Programmer

Samy Dif
UR/UX Designer

Steven Favre
Enviro / Level Artist

Virgile Gacem
Sound Designer

Sacha Mendy
Game Designer

Daphné Renauld
Game Artist

Capucine Tableau
Concept Artist / Animator

Pablo Val
Game Designer

Louis Viel
Programmer

Lily Beauhaire
UR/UX Consultant
with

Escapastamp is a first-person co-op adventure game, where you and up to four of your friends must earn enough achievements - called Stamps - to make your vacations last forever.

You play as Hermis, exploring a whimsical island filled with secrets, wacky objects and crazy challenges which will help you make the most out of your holidays. Embark in a 20-minute adventure, perform stunts, commit foolish misdeeds and complete challenges and puzzles - all in the pursuit of collecting stamps and unique rewards.

Each in-game day raises the stakes: as players progress, the number of required points, and thus stamps, increases pushing the players to work always more efficiently and to strategize. Fail to collect enough points and the players are forced to restart their holiday from scratch.

External help

Théophile Carrasco
Programmer

Lucien Secord
Programmer

BELOW THEIR SIGHT

Paul Bouyer
Game Designer / System Designer

Thomas Carta
Producer / Project Manager

Nathanaël Defeuillet
Level & Narrative Designer / Writer

Olivia Erussard
UX/UI Designer / GUR

Lucas Gibert
Programmer

Antoine Marrama
Tech / VFX Artist

Sébastien Morris
Programmer

Alicia Philippe
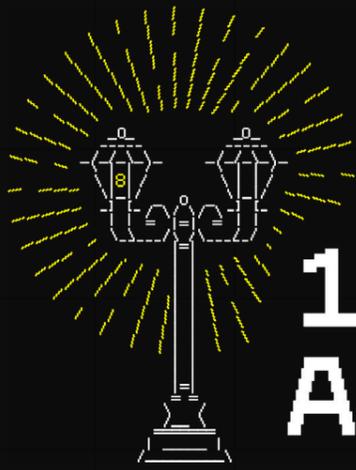Concept Artist / Texturing Artist

Natanael Rossignol
3D Environment Artist

Léonard Tamas
Sound Designer / Composer

Lily Beauhaire
UI Artist /UR
with

Below Their Sight is a first person solo exploration narrative game, taking place in a deserted city, where an unknown cataclysm remains to be solved: the appearance of mysterious entities in your world.

Embody Serena, a lone survivor who's trying to survive and reunite with her family. Navigate the streets, observe your surroundings, plan your route accordingly and adapt to any adversity that you might encounter.

12 ABROAD ST.

In this textual RPG, dive into the town of Seaforth and find your way to some old friends' party. As Charlie, wander through your hometown, stumble upon strange places and meet... peculiar people. Here, your possible actions are decided by verbs that you can find and store in your inventory, but that you can also merge together to create new ones, and thus more possibilities. Will you Touch the Window? Flirt with the Tree? Open the Dog? It's up to you. Just remember your actions have consequences, so don't be too careless just because it's a game.

29 ROOSEVELT AV. ------------------------------

Amy goes back to her bedroom and starts rummaging through her belongings again, seemingly in search of the party decorations.

"How are you ?" Amy starts. "You came alone ? Yeah ? You sure ? It's cool to see you, I'll be right back okay ? Stay still, now. Don't touch anything."

The framed photograph on the cabinet looks like it's staring at you. If it could, it would

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INV.

KICK	SEARCH	OPEN	
	TALK	ESCALATE	

+

MERGE. SPLIT.

VICTOR DE SENNEVILLE
PROJECT MANAGER

JULES QUIRIN
SOUND DESIGNER/
COMPOSER

PAUL LUNEAU
PROGRAMMER

MATEO AVVENTURIERO
PROGRAMMER

MOUMINE KONATE
UR/UX/UI DESIGNER

LUNA KORJANEVSKI
UI/2D ARTIST

AMANDINE KLINGER
3D/ TECH ARTIST

GABRIELE ENNAOUAJI
2D/ CONCEPT ARTIST

TOM JAMGOTCHIAN
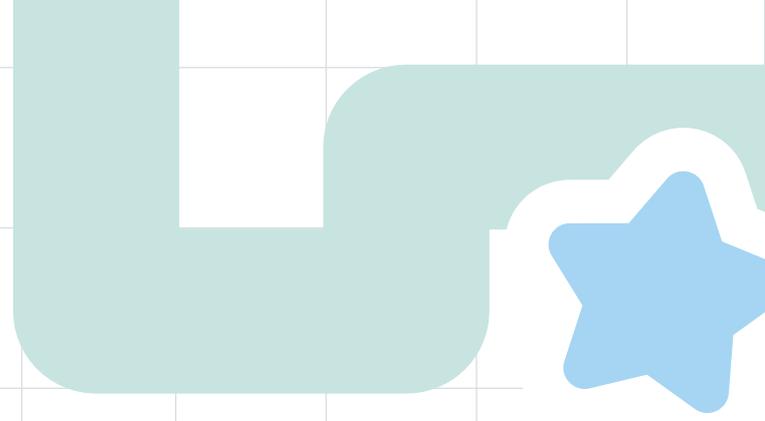SYSTEM DESIGNER

LEA DANTEC
NARRATIVE DESIGNER

THANKS FOR YOUR KIND ATTENTION