2025-2027

Second Year
Master's degree

Project presentations

#1

P22

le cnam enjmin

Magelis

Université de Poitiers

FRANCE 2030

CNC

Industry jury members

Arte

Coralie Ratieuville - Digital and InnovationProject Manager

Asobo Studio

Valérian Robert - Lead Level Designer

Mélusine Wagner - Technical Artist

EDISER

Aloïs Carrez - Simulation Developer

Focus Entertainment

Cécile Fléchon - Publishing Coordinator

La Belle Games

Cédric Bache - Co-founder

Stuffmaker

Antoine Sarrazin - Game Designer

Raccoon Business

Mylene Lourdel - CEO

Sourcing in the Rain

William Bertin - Freelance Game Scout

The Pixel Hunt

Florent Maurin - CEO, Game Designer

(Patron of the P22 cohort of the JMIN Master's degree)

Ubisoft Bordeaux

Lucas Belarouci - Associate Producer Gameplay & Cutscenes

Tristan Dufour - Senior User Researcher

Salomé Strappazzon - Art Director

Ubisoft Montpellier

Marion Perret - Sound Designer

Ubisoft Paris Studio

Clément Hardy - Talent Acquisition & Campus Specialist

Léa Vitalone - Cognitive Scientist

Théa Trevignon - Project Coordinator

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 Progr

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)

Marilène Sériau - Educational Leadership and Engineering Managers (UX UI UR Design Track)

Program of the day | November 13th

09:30 Welcoming words

09:40 Dead Fish Don't Lie

10:20 Until Next Drought

11:00 Summer Afternoon

11:40 Lunch Break & «Plateau Projet»

13:40 Egg of Gods

14:20 Jogonito

15:00 Hell is not Enough

15:40 Final words

16:00 «Plateau Projet»

Dead Fish Don't Lie



Dead Fish Don't Lie is a mystery game in which you play as April, an investigative journalist otter who has been called in to look into a case of missing fish at an aquarium.

Uncover a sinister plot and expose the aquarium's true nature.



Jules DOUVION
Manager



Titouan SAILLARD
UI/UX Researcher



Tom PROT
Game Designer



Lulian BOUDREAUX
Game Designer



Emmy CHEN
Graphic Designer



Orlane GUILLON
Graphic Designer



Over / Neil GAILLARD
Programmer



Ferréol INGRASSIA
Sound Designer

Until Next DROUGHT



«Climate change has spiraled out of control. Our environment has changed too much to sustain our old way of life. We adapted, we became nomads.»

Until Next Drought is a turn-based survival-strategy game where you explore a transformed Europe leading a group of six nomads. Set up your camp, scout the area and gather sparingly what you need to survive, for you will return to this place. Prepare yourself well for the journey ahead: the road to the next location is no walk in the park.



Angela TER
Graphic Artist



Étienne DUFOUR
UR/UR Designer



Joris PINEDA
Producer



Julian REITER
Programmer



Théo FONTANY
Programmer



Maria Christy GHANDOUR
Graphic Artist



Séverin RICHARD
Sound Designer



Vassili TRITTER
Game Designer



Wania JEAN-PIERRE
Game Designer

Summer Afternoon



In this first person tiny open world, you're a little kid discovering the beach for the first time! Explore, meet quirky kids, and find cool items to play with : the beach is your playground!

Summer Afternoon will be available on Steam and Itch.io



Hugo FUSTINONI
Producer



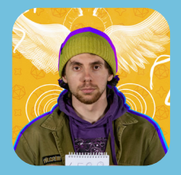
LAURINE MARTY
UX/UI Designer



Loup LE-TENDRE ROBLIN
Game Designer



Paul LANDREAU
Programmer



Tristan DEBEAUNE
Game Designer



Fillipp ARONOVITS
Game Artist



Zoé ARCAINA
Game Artist



Mathis DOS
Sound Artist

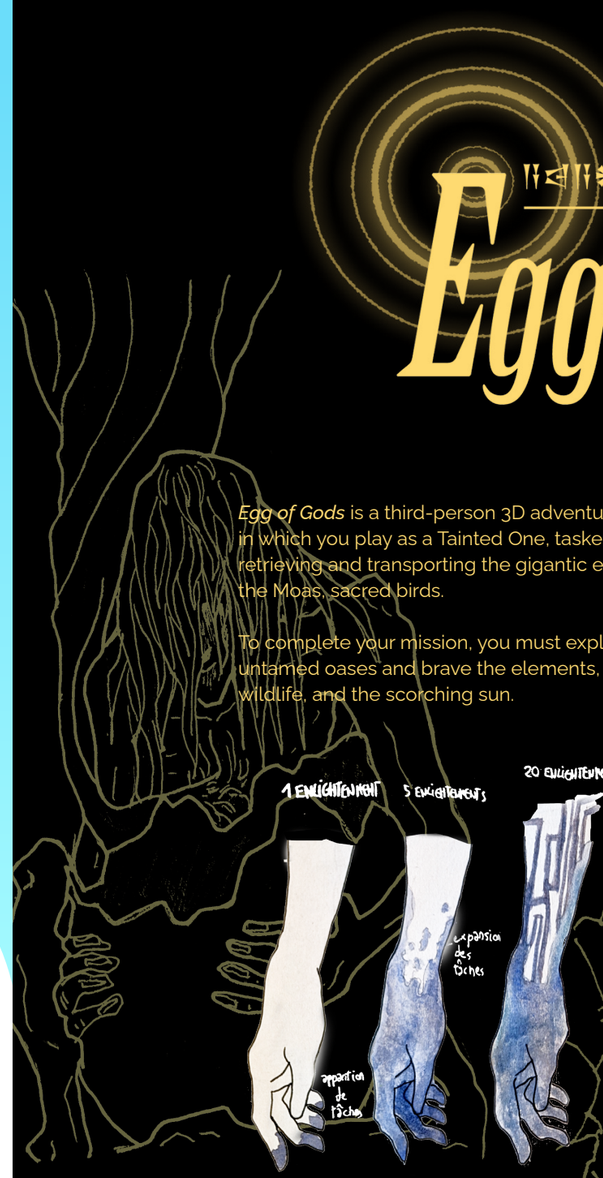


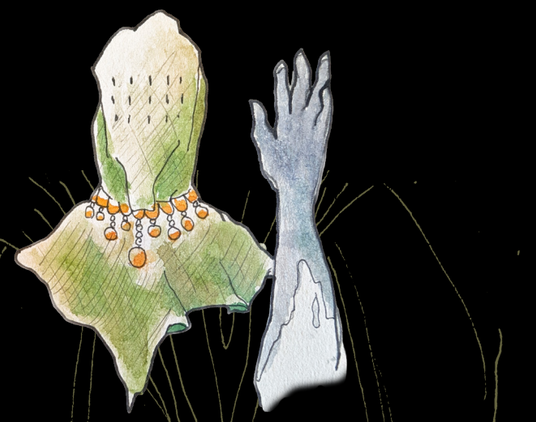
Ydris BENMANSOUR
Programmer

Egg of Gods

Egg of Gods is a third-person 3D adventure game in which you play as a Tainted One, tasked with retrieving and transporting the gigantic eggs of the Moas, sacred birds.

To complete your mission, you must explore untamed oases and brave the elements, hostile wildlife, and the scorching sun.





As you come into contact with the eggs, you will gain Illumination. They will begin whispering moral questions to you, while visions blur your perception of reality.

Illumination will transform your journey into a spiritual quest, offering you a way to escape the alienating labour that keeps you trapped.



Hugo MARTIN
Graphic Designer



Maxime LAMPIN
Game Designer



Nathan LENDORMY
Game Designer



Neyl MAHFOUF
Programmer



Nils VAN EECKHOU
Sound Designer



Oscar GAUDIN
Programmer



Sekou / Antoine CASTRO
UX/UR/UI



Thomas COLLET
Manager

JOGONITO



Jogonito is a turn-based tactical street football game. You follow Jogo's dream of rebuilding their local gym despite their lack of funds and equipment.

Will you be able to build a team strong enough to win the Corner City Football League?

Armand ALLÉAUME
Game Designer

Audrey WAGNER
Game Artist

Benjamin SAHRAOUI
Game Artist

Bora CENGIZ
Game Designer



David GOBLOT
Programmer



Ewen RIALLAN
Programmer



Hugo HADET
Sound Designer
& Composer



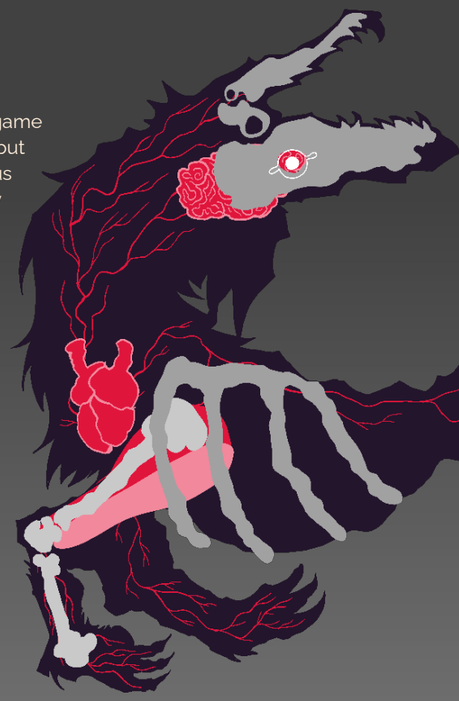
Lucas CERQUEIRA
Producer
& Project Manager



Victor DAUCHY
UX/UR

Hell is not enough

Hell is not enough is an isometric action game of fast and nervous fights. In a beautiful but disturbing tapestry, a hyena made furious by injustice seeks to tear the hierarchy between different animals to shreds. In her struggle against the established order, she discovers the other inhabitants of her world and her impact on their lives, while transforming herself during her campaign for the better or for the worse.







Adrien LE DEUNFF
Producer



Alice RONCIN
Game Designer



Astélie HENRYON
Game Designer



Pierric SAILLARD
Game Designer



Vincent BARTHÉLÉMI
Sound Designer



Manon VASSET
UX/UR Researcher



Loris BRAND
3D Artist



Sibylle LOAYZA
2D Artist



Tom MANDIN
Programmer



Yuna BONNIFET
Programmer

Thanks for your kind attention

