



JULIE ANSELM

Level & Game Design Student

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I'm currently looking for a **6 month internship starting in July 2015** as level or game designer. I am completely willing to relocate and can be wherever.

Education

- **2012 - 2015 //**
MASTER'S DEGREE Game Design & Management
at Supinfogame, Valenciennes (FR)
Member of Rubika group with ISD and Supinfocom. Supinfogame teaching approach allows students to gain the knowledge necessary to create, to achieve goals and to fulfill their potential as individuals. Its motto is «Creativity, Innovation and Excellence»
- **2010 - 2012 //**
BTS (Higher National Diploma) Graphic Design major Multimedia
at Pôle Supérieur de Design, Villefontaine (FR)
It is located in the Leonardo da Vinci highschool. In this formation, the students master creative tools (drawing, photography, sound, video, interactivity) and enhance their critical look, analysed sense and their ability to synthesize.
- **2009 - 2010 //**
Mise A Niveau en Arts Appliqués
at Pôle Supérieur de Design, Villefontaine (FR)
One intense year, like a preparatory class, to specialize me in the domain of Applied Arts and have access to Graphic Design BTS.

Student Projects

- **Final Year Project 2014-2015 //**
OFF SIGHT
Adventure game with a double navigation : in a cameras' network and with the avatar
We are a team of 7 supinfogame students. During this year, my main duties concern **game, level and UI designs**. We already did a lot of playtests to find the better 3C that we can have with our 4 simultaneous cameras. We are working in an agile method to iterate a lot on our main problematics.
- **2 weeks in March 2014 //**
KUNG FU PANDA : Masters of Awesomeness
Beat'm all game for kids on tablet in partnership with **Gameloft** (FR)
We were a team of ten supinfogame students. I took care of a team of four **game designers** as a **lead**. I led the brainstorming and game design meetings. I listed tasks, problems or reflections to have and prioritized them. I checked documentations produced by our little team. I communicated with the other poles. I wrote transmedia document, navigation between levels document and the game design document.

Work Experience

◦ // June to August 2014

LEVEL DESIGN INTERN

at **Turbo Tape Games** (NOR)

I worked on project **Warhammer: Arcane Magic**, a turn-based strategy game on tablet. I created levels on an homemade level editor on Unity and share them with SourceTree. With two other interns (a graphist and a level designer), we defined mood and roots of each faction in order to find some bases for tilesets, the building structures and main places. I also produced documentations to explain my thoughts to keep a direction to the production when I left.

◦ // Summers 2008 to 2013

ACTIVITY LEADER in Summer camps

for **Familles Rurales du Val d'Ars** (FR)

With my colleagues, we planified fun and sometimes educative activities (manual or physics) for kids (3 to 11 years old). We supervised them during free times and trips. We welcomed and kept parents informed about kids' activities.

◦ // June 2011

GRAPHIC DESIGNER - Trainee

at **W3C2i**, Grenoble (FR)

I produced six small videos to introduce a survey. The graphism were created on adobe illustrator and the final mix on adobe flash to add interactive buttons. I also did the team presentation video, on adobe after effects, using stop motion technique.

Skills

PRESENTATION / COMMUNICATION :

Suite Adobe

Suite Office

Google Tools

Audacity

VIDEO GAME TOOLS :

Unity

Flash

Construct 2

UE4

LANGUAGES :

French :
Native Speaker

English :
Professional working proficiency
Working language at Turbo Tape Games

Italian :
Fair knowledge

Miscellaneous

TRIPS

Meeting and Discovery people and their culture

VIDEO GAME

Dragon Age, Mafia II, Brothers

THEATRE

Practiced during 7 years old

OUTDOOR ACTIVITY :

Canyoning, hiking, swimming

MOVIE

The Congress, Butterfly effect, Usual Suspects

READING

Gone Baby Gone, 1984, Slan Hunter

MUSIC

Woodkid, Métric, Alt-J