

MENETREY Antigone

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Junior Narrative Designer

EXPERIENCE

April 4 – June 24 of 2016 **INRIA (Institut National de Recherche en Informatique et Automatique)**

Nice

Stage

Detail :

- Testing the performance of a movement detection algorithm
- Data analysis of data treated by the algorithm
- Conversion and integration of data

School Game projects

- Kawai Castle, Puzzle/Platformer on PC, **Narrative Designer**
- Magical Odyssey, VR game, 3D & 2D artist, **Game Designer & secondary programmer**
- Yokai Rodeo, Board game, **Game Designer**
- Reaching, Interactive Cinematic on PC, **Story Boarder & Composer**

Personal Game projects

- Game jams on PC, **3D & 2D artist, Game Designer**
- Visual Novels, **Writer**

EDUCATION

2014 Bac S
Vence Lycée Henri Matisse

2016 Degree in Computer Science
Nice IUT Nice Sophia Antipolis

2018 MANAA
Nice Ecole de Condé

2021 Bachelor Game Design
Lyon Bellecour Ecole

SKILLS

Unity & Unreal Engine (Visual Scripting and C#, Knowledge of the Engine, Integration)

Digital art (Drawing/Painting on Procreate/Photoshop, 3D modeling on Maya)

Narrative Design (Worldbuilding, Storytelling, Improv narration in a tabletop setting, Novel/Play writing)

Game Design

LANGUAGES

French – Native

English - Fluent

HOBBIES

Art (Drawing, Acting, Writing)

Travelling

Video Games (Playing them as well as creating and analysing them)

Reading (Philosophy, Theater, Fantasy)

Sport (Muay Thai)