

PORTFOLIO

ANTOINE GUILLEMET

SPECIMEN 01

PROJECT 01

PROJECT 02

PROJECT 03

PROJECT 04

PROJECT 05

Play

Antoine Guillemot



I recently graduated with a master's degree in digital project design and transmedia storytelling. I also have a bachelor's degree in game design and creative coding and a film school diploma.

I'm looking for a job as a game designer, level designer or transmedia director.

I'm passionate about the emotions that images can convey when coupled with interactivity.

Objectives

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- guillemot.antoine.pro@gmail.com
- mixgg.itchio
- Bordeaux (open to negotiating or remote work)



PROJECT 01

Amusement SPARK

PROJECT 02

PROJECT 03

PROJECT 04

PROJECT 05

Amusement SPARK

One stormy evening, lightning strikes an abandoned amusement park.

A faint spark lingers in the lightning-stricken transformer. This small electrical signal travels along the park's cables. On its journey, the spark revives each of the park's each of the park's attractions.

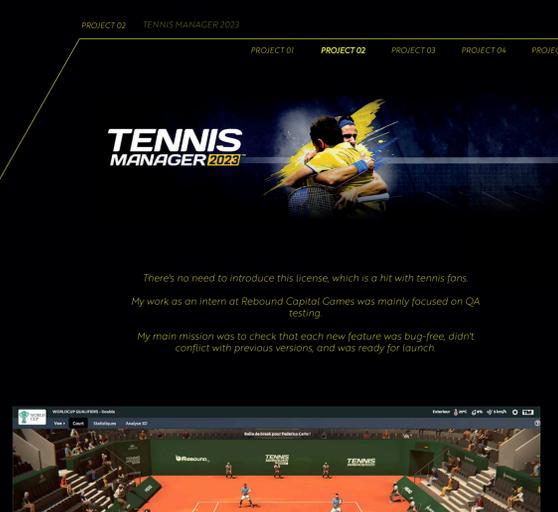


A contemplative video game with a strong puzzle dimension.

In an atmosphere that seamlessly blends sound and light, play as a spark whose goal is to turn on the light of an abandoned amusement park.

My job as a game designer and level designer was to set out the game's brief, the player's experience and the sensations we wanted to convey.

I contributed to the level design by creating the pathways of light leading to the main objective, which was to relight the amusement park.



Solo player | PC | 11 | mixgg.itchio/amusement-spark

PROJECT 02

TENNIS MANAGER 2023

PROJECT 01

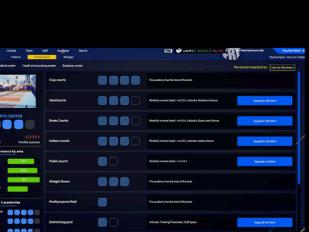
PROJECT 02

PROJECT 03

PROJECT 04

PROJECT 05

TENNIS MANAGER 2023



There's no need to introduce this license, which is a hit with tennis fans.

My work as an intern at Rebound Capital Games was mainly focused on QA testing.

My main mission was to check that each new feature was bug-free, didn't conflict with previous versions, and was ready for launch.



All members of the studio used Microsoft Azure DevOps for versioning software coupled with its bug tracking add-on.

However, thanks to the small size of the studio, I was able to hone my talents as a level designer, game designer and producer.



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PROJECT 03

BELENOS

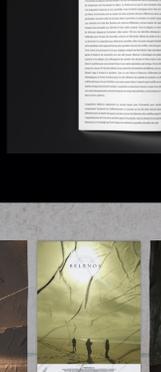
PROJECT 01

PROJECT 02

PROJECT 03

PROJECT 04

PROJECT 05



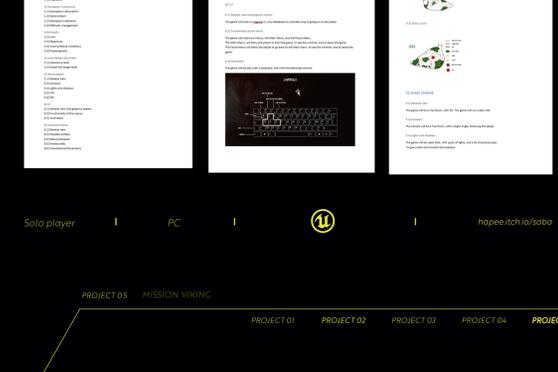
Beleños is a whole world, a universe conceived and designed by a team of students.

We shared this mythical tale in the form of a transmedia bible.

Taking place in immense space, it tells the story of human colonization on a millennial scale, in the form of films, books, music, podcasts and video games.



One of my missions was to develop a small mobile game depicting the encounter between an extra-terrestrial and the colonizing humans.



11 | mixgg.itchio/transmedia-bible-beleños

PROJECT 04

SABA

PROJECT 01

PROJECT 02

PROJECT 03

PROJECT 04

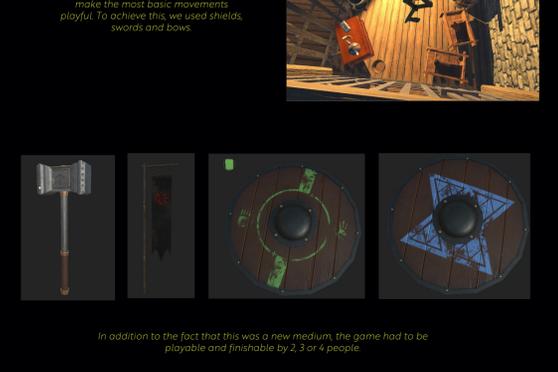
PROJECT 05



You play the role of a young woman lost in a hostile environment during the Neolithic period. You must return safely to your village. Survive the many wild animals and obstacles with the help of a wild dog.

Our intention here was to show the first link, the first encounter between a man and a dog. The beginnings of domestication.

How two living beings band, and how the loss of one can impact the other.



I was in charge of game design on this project, from the player experience and mechanics to the writing of all production and design documents.



Solo player | PC | 11 | hopee.itchio/saba

PROJECT 05

MISSION VIKING

PROJECT 01

PROJECT 02

PROJECT 03

PROJECT 04

PROJECT 05

MISSION VIKING

Become a Viking on a collaborative virtual reality adventure. In teams of 2, 3 or 4, solve puzzles, join forces and find a way back to your own time.

During my studies, I was lucky enough to be chosen from my class to be the only game designer on a VR project played at Virtual Room Bordeaux.

Developing a game using virtual reality brings interesting challenges. We had to make the most basic movements playful. To achieve this, we used shields, swords and bows.

In addition to the fact that this was a new medium, the game had to be playable and finishable by 2, 3 or 4 people.

