



# ANTHONY DANIS

## GAME & LEVEL DESIGNER

### EXPERIENCES

#### GAME DESIGNER on Noara : The Conspiracy

Atypique Studio | 6 Months

- Designing the single-player mode (conception, missions, progression)
- Balancing (playable characters, statistics, rewards, items, economy)
- Creating new playable characters and abilities
- Designing, prototyping and playtesting new PvP maps
- Managing pacing and difficulty curves
- Organizing and directing playtest sessions while supervising QA Testers

#### GRAPHIST REPROGRAPHER

Sun Copy | 2 Months

- Client communication, printing and graphic design

#### GRAPHIC MOTION DESIGNER

Freelance | 2 Years

- Creating visual identities, logos and animations.

### PROJECTS

#### DEATH OF INTERNET STORY-DRIVEN HYPERLINKED WORLDS

Game & Level Designer | 4 Months | 13 Students

- Designing core mechanics and 3C with my game design partner
- Defining the pillars of the experience with the team
- Writing clear documents on the creative vision
- Creating a mechanical language vector of storytelling and emotions
- Crafting level design documents and basic blockouts in engine
- Working on the staging with game artists and sound designers

#### MIRAGE OPEN WORLD SURREAL EXPLORATION

Game & Level Designer | 4 Months | 7 Students

- Designing core mechanics, 3C and writing synthetic design documents
- Benchmarking and research on curiosity, navigation and exploration
- Iterating on spatial flow, scales, lines of sight and information distribution
- Working with the programmer to create tools for level design iterations
- Integrating level art and environmental storytelling with game artists
- Writing a thesis about navigation, orientation and open world level design

#### IMPERIUM EXPERIMENTAL REVOLT LAUNCHER

Game Designer & Artist | 3 Months | 6 Students

- Brainstorming with the team to define the game mechanics
- Working on level design with the team
- Creating the visual identity, 2D assets and animations
- Conceiving UI elements
- Composing the music and sound design assets

### INTERESTS



Speaking about Philosophy



DJ & VJ Music Composition



Animation Art of Storytelling



Exploration Narrative, RPG



Super Smash Bros Ultimate Competitor (Versus Fighting Enthusiast)

<https://anthonydanis.com>

<https://elkiah.itch.io>

Open to remote work or relocating  
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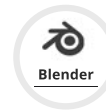
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06 08 81 16 83

Native

Fluent

### HARD SKILLS



### EDUCATION

#### CNAM-ENJMIN, Angoulême

Master's degree : Game Design  
2021 - 2023

#### SORBONNE PARIS UNIVERSITY, UIT of Bobigny

Bachelor : Game & Level Design  
2020 - 2021

#### SAINT JOSEPH LES MARISTES HIGH SCHOOL, Marseille

HND : Graphic Design, Applied Arts & Digital Media  
2017 - 2019

#### DENIS DIDEROT HIGH SCHOOL, Marseille

Preparatory Class : Applied Arts  
2015 - 2016

#### PIERRE MENDES FRANCE HIGH SCHOOL, Vitrolles

High School Diploma : Literary  
2012 - 2016

### SOFT SKILLS

- Neophile
- Humble
- High adaptability
- Accepts criticism
- Team work
- Empathetic