

NARRATIVE / LEVEL DESIGNER

LOMBARD
Florentin
09/02/1998

I'm a final year student in Game Design and I'm looking for a 4 to 6 month internship. Motivated and passionate, it would be a great pleasure to work with you !

Here is my portfolio if you want to know more about my work :

<https://florentinlombardpr.wixsite.com/florentinlombard?lang=en>

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<https://florentinlombardpr.wixsite.com/florentinlombard?lang=en>

SUPINFOGAME RUBIKA

SOFTWARES



COMPÉTENCES



INTÉRÊTS

Writing
From novel to poetry.
Music
Violonist in my free time.
Games
Games as an emotional vector:
From *Flower to The Last of Us*.

PROJETS

North Dash (mobile game)

GAME DESIGNER / LEVEL DESIGNER / NARRATIVE DESIGNER

Game made by 7 people, available on the Play Store. In this dynamic rogue-lite, my role was to create the room mechanics and balance the progression and gameplay elements to make the experience replayable through its synergies and room diversity.

I was also in charge of creating the game Lore and the entire narrative, from the textual elements to the environmental elements.

March 2020 - June 2020

Le Beau Tambour (PC)

GAME DESIGNER / NARRATIVE DESIGNER

Narrative game made by 10 people.

I was in charge of the entire universe, story and dialogue trees. I was responsible for the whole narrative production from preproduction to production.

Sept 2020 - Jan 2021

Haut Comme 3 Pommes (PC)

GAME DESIGNER / LEVEL DESIGNER / NARRATIVE DESIGNER

Zelda-like game developed by 6 people. Student project selected for the Indicades 2019 in Paris. In addition to the level design, I was responsible for the creation of the lore and the whole organization of the narrative, from the plot and the writing of the texts to the environmental narration through the levels.

Sept 2018 - June 2019

FORMATION

MASTER's degree in Game Design and Management

RUBIKA Supinfo game
Valenciennes, France
2017-2022

1st years of History Bachelor's degree

FFLASH University of Mont Houy
Valenciennes, France
2016-2017

BACCALAUREATE in Sciences (Computer and digital sciences' Option)

Lycée Fénelon
With high honours / English European mention
Cambrai, France
2016

EXPÉRIENCES

Digital open doors (internship)

PROJECT MANAGER

BLERIOT TECHNICAL COLLEGE (CAMBRAI)

With a co-worker, we had a month to create a mobile app to convey all the information about the college's courses. To achieve this task, we had carte blanche.

<https://louis-bleriot-cambrai.enthdf.fr/actualites/visite-virtuelle-du-lycee/>

June 2019

Dream Odyssey (internship)

PROJECT MANAGER / GAME DESIGNER

PRIMARY SCHOOL (BEAUREVOIR)

In teams of 4 people for 2 months, we had to create an educational board game for primary schools children.

July 2019 - Aug 2019