

# Thomas PLANQUES

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## CREATIVE DIRECTOR & TEACHER

### Game Design

- 09/2017 **CREATIVE DIRECTOR / PRODUCER – IKIGAI (EDUCATIONAL GAMES PORTAL)**  
-  
Now **Sorbonne Université**
- *Creative direction*
  - *Production* : Team management (20 people), planning and budget management.
- 07/2015 **CREATIVE DIRECTOR / PRODUCER – HELLINK (EDUCATIONAL GAME ON CRITICAL THINKING)**  
-  
09/2017 **Sorbonne Université**
- *Creative direction* : Design of the gameplay and storyline.
  - *Production* : Team management (10 people), planning and budget management.
- 09/2013 **SCRIPTWRITER – MISLEADS (POINT’N’CLICK)**  
-  
**Rendal Studio**
- *Narrative design*: Architecture of interactions and story structure.
- 03/2013 **GAME DESIGNER – LHORSEWOMEN OF APOCALYPSE**  
-  
**Kids Up Hill**
- *Transmedia / Game Design* : Webdocumentary about esotericism and personal development.
- 12/2011 **GAME/LEVEL DESIGNER – REMEMBER ME (ACTION)**  
-  
**DONTNOD Entertainment**
- *Level Design*: Full design and scripting of one level of the game (Unreal Engine).
  - *Game Design* : Design & implementation on features.
- 01/2013
- 04/2011 **GAME DESIGNER – GAME OF THRONES (RPG)**  
-  
**Cyanide**
- *Writing*: Dialog and background elements.
  - *Design*: Gameplay and narrative mechanics.
  - *User Experience*: Playtest and QA management.
- 10/2011
- 07/2010 **GAME/LEVEL DESIGNER – WINTER VOICES (RPG)**  
-  
**Beyond The Pillars**
- *Level design*: Design and scripting of all battles.
  - *Game design*: Gameplay and narrative mechanics.
  - *Writing*: Dialogs and descriptions.
- 01/2011
- 04/2008 **TESTEUR GAMEPLAY – I AM ALIVE (SURVIVAL)**  
-  
**Darkworks**
- *QA*: Testing of the game’s key features.
- 12/2008
- 05/2006 **LEAD QA – FINAL FANTASY XI (MMORPG)**  
-  
**Square Enix**
- *Management* : Team management (7 people).
  - *Localisation*: Translation, proofreading, edition of text.
- 05/2007

### Teaching

- 10/2013 **ENSEIGNANT EN GAME DESIGN**  
-  
Actuel **Freelance**
- *Fields of study*: Game Design, Level Design, Scriptwriting. Game engines : UDK, Unity, Game Maker.
  - *Interventions*:
    - **Cnam-ENJMIN** (video game)
    - **UPEM** (Université Paris-Est Marne-la-Vallée)
    - **EPITA** (IT school)
    - **EPITECH** (IT school)
    - **Paris I Panthéon-Sorbonne** (data science)
    - **Institut Internet et Multimedia** (video game)
    - **ENSAV** (architecture)
    - **IteCom Art Design** (video game)
    - **3iS** (cinema, scriptwriting and video game)
    - **IMAC** (multimedia)
    - **Elephorm** (VOD teaching)
    - **Training courses in miscellaneous compagnies** (Arte, Ubisoft, AdFab)
- 09/2013 **HEAD OF GAME DESIGN CURRICULUM**  
-  
**Ludus Académie -Educational game school**
- *Teaching*: Curriculum planning and teaching of Game/Level Design for all promotions of the school.
- 07/2015
- 11/2011 **GAME DESIGN TEACHER**  
-  
**Cultural centre F93**
- *Initiation to game design and game production*, with full production of a video game, for classes of Year 6 and 8 students (French ‘CM2’ and ‘5ème’).
- 06/2013

2017

2015

2013

2011

2010

2008

2007

## Education

- 2011 **ENJMIN**  
**Game Design Master**  
• Many different roles in many team projects, high-level Game/Level design teaching.
- 2009 **E-ART SUP INSTITUT**  
**Philosophy & Symbolism applied to Design**  
• Study of the influence of philosophical, symbolic and artistic movements on contemporary culture.  
• Importance of the notion of meaning in all kinds of work.
- 2006 **LISAA**  
**Game Design Curriculum**  
• Emphasis on 2D/3D computer graphics for games.  
• Storyboard, Environment & Character Art.
- 2005 **IUT DE MONTREUIL**  
**IT Diploma**  
• Programming.
- 2003 **EPITA**  
**Info SUP**  
• Programming.
- 2002 **A-LEVEL**  
**Scientific Studies (passed with 70 to 80%).**

## Previous projects

- 2016 **GAME IMPACT**  
- **Cofounder & Treasurer**  
Actuel • Association of reflexion and event organization about the social impact of video games.
- 2015 **VIDEO GAME AND SOCIOLOGY**  
- **Training courses and conferences**  
Actuel • Lectures aiming to raise awareness about sociology through the medium of video games, focused on semantics of character representations and gameplay.
- 2013 **IGDA**  
- **International Game Developer Association**  
2015 • Coordinator - Organisation of the Parisian chapter of IGDA : debates and conferences.
- 2009 **ASSOCIATION: ART D'IFER**  
**Cultural association**  
• Organisation of cultural events: exhibitions, debates, conferences, concerts.
- 2008 **GAMEBLOG, XULUX**  
- **Press**  
2009 • Writing of articles linked to video games for web and print magazines.
- 2000 **DEUS EX MACHINA**  
- **Translation**  
2003 • Co-direction of a game translation team (Xenogears, Chrono Cross, Final Fantasy Tactics).

## Software

**GAME ENGINES**  
Unity, Unreal Engine, Game Maker

**3D**  
3D Studio Max, Maya

**2D**  
Adobe Photoshop, Illustrator, InDesign, Premiere, GIMP

**OFFICE**  
Microsoft Word, Excel, Visio, PowerPoint

**VERSIONING**  
SVN, Perforce, Tortoise

**PROGRAMMING**  
Flash ActionScript 3, Python, Java, XML, C#, HTML

## Interests

**VIDEO GAMES**  
All kinds and platforms

**MUSIC**  
Movies and games soundtracks, metal, rock, classical, atmospheric, folk, electro...

**MARTIAL ARTS**  
Karate

**READING**  
Politics, sociology, economy.  
Fantasy, sci-fi, mythology, esotericism, comics...

**CINEMA**  
Social studies, drama, fiction, animation, horror, thriller...

## Languages

**FRENCH**  
Native speaker

**ENGLISH**  
Fluent (TOEIC : 980)

**GERMAN**  
Notions

**JAPANESE**  
Notions

# Recommendation

## GAME/LEVEL DESIGNER – WINTER VOICES Beyond The Pillars

“ Thomas has a very professional attitude and can easily adapt to the various constraints of the fast production rate of the video game industry. On top of that, he can offer interesting critical analysis on things such as artistic decisions or the production process, and he shows a **huge working capacity**. But the main reason that leads me to recommend Thomas is his **brilliant game designer qualities**. Very polyvalent, he can work on game design, level design, storytelling, scripting or even localization, **never short on ideas or resources**. His energy leads him to always expand his skill set. ”

NICOLAS BOURGEOIS - LEAD GAME DESIGNER

## GAME DESIGNER – GAME OF THRONES Cyanide

“ His great motivation and ability to take initiatives and propose new ideas have been a huge asset, while always staying in the limits of the project he worked for. His particularly high **autonomy** and his **sense of responsibility** quickly made him a **trustworthy person** and I highly recommend him. ”

SYLVAIN SECHI - LEAD GAME DESIGNER

## GAME/LEVEL DESIGNER – REMEMBER ME DONTNOD Entertainment

“ The task was challenging and there was a lot of pressure on Thomas’ shoulders. He took the responsibility like a boss. In only one year, he built a level that eventually was used to showcase the game. Not only did Thomas learn our process and team spirit quickly but he continuously endeavoured to hone it. He’s hard working, concerned and always there. **Creative** and **force of proposition** for all aspects of the level, he is a **genuine asset for any Game Design team**. ”

MARC PESTKA - LEAD GAME DESIGNER

## RESPONSABLE CURSUS GAME DESIGN Ludus Académie

“ M. Planques managed to find the delicate balance between autonomy and perfect integration to our cursus by offering a **serious work with great educational potential**. He always listens to everyone’s comments, is a real force of proposition and has a sincere implication in the school’s life. This leads to an **everyday synergy** with the students, his colleagues and the Ludus Academie staff. ”

JÉRÔME HATTON - HEAD TEACHER