

Thomas PLANQUES

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Driving licence

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GAME / LEVEL DESIGNER

Game / Level Design

Teaching

2011
-
Now
FREELANCE GAME DESIGNER / SCRIPTWRITER
• *Consultant/designer on several interactive projects.*

10/2013
-
Now
GAME DESIGN TEACHER
Freelance
• *Fields of study:* Game Design, Level Design, Scriptwriting. Game engines : UDK, Unity, Game Maker.
• *Interventions :*
- IteCom Art Design (video game)
- Institut de l'Internet et du Multimédia (video game)
- Paris I Panthéon-Sorbonne (license MIAGE)
- ENSA-V (architecture)
- 3iS (cinema, scriptwriting and video game)
- Sciences Po (game culture workshop)
- IMAC (multimedia)
- Elephorm (VOD teaching)

2014

09/2013
-
Now
SCRIPTWRITER – UNANNOUNCED PROJECT
Rendal Studio
• *Narrative design:* Architecture of interactions and story structure.

09/2013
-
Now
HEAD OF GAME DESIGN CURRICULUM
Ludus Academy
• *Teaching:* Curriculum planning and teaching of Game/Level Design for all promotions of the school.

2013

12/2011
-
01/2013
GAME/LEVEL DESIGNER – REMEMBER ME (ACTION)
DONTNOD
• *Level Design:* Full design and scripting of one level of the game (Unreal Engine).
• *Game Design:* Help with design and implementation on several features.

11/2011
-
06/2013
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').

2012

04/2011
-
10/2011
GAME DESIGNER – A GAME OF THRONES (RPG)
Cyanide
• *Writing:* Dialog and background elements.
• *Design:* Gameplay and narrative mechanics.
• *User Experience:* Playtest and QA management.

2011

07/2010
-
01/2011
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.
• *User experience:* Playtest management.

2010

2009

04/2008
-
12/2008
GAMEPLAY TESTER – I AM ALIVE (SURVIVAL)
Darkworks
• *QA:* Testing of the game's key features.
• *Design feedback:* Tweaking of gameplay/level design.

2008

05/2006
-
05/2007
LEAD QA – FINAL FANTASY XI (MMORPG)
Square Enix
• *Management:* Recruitment and management of testers team (7 members).
• *Localisation:* Translation, proofreading, edition of text.

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

- 2013 **IGDA**
- **International Game Developer Association**
2015 • Coordinator - Organisation of the Parisian chapter of IGDA : debates and conferences.
- 2009 **5 STUDENT PROJECTS AT ENJMIN**
- **Genres: strategy, puzzle, adventure, platform**
2011 • Game/level designer, developer, producer, scriptwriter. Teams of 5 to 10 members.
• Project Antimatière won the 2010 Kongregate Unity Contest!
- 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 (English to French). 20 members.
• Translated games: Xenogears, Chrono Cross, Final Fantasy Tactics.

Software

GAME ENGINES

UDK, Unity, Game Maker

OFFICE

Microsoft Word, Excel, Visio, PowerPoint

3D

3D Studio Max, Maya

VERSIONING

SVN, Perforce, Tortoise

2D

Adobe Photoshop, Illustrator, InDesign, Premiere, GIMP

PROGRAMMING

Flash ActionScript 3, Python, Java, XML, C, HTML

Interests

VIDEO GAMES

All kinds and platforms

READING

Fantasy, sci-fi, legends and mythology, esotericism, philosophy, European/American/Japanese comics...

MUSIC

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

CINEMA

Drama, fiction, animation, horror, thriller...

MARTIAL ARTS

Karate

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