

NATHANAËL DESLANCES

GAME & LEVEL DESIGNER

As Game Designer, I create optimal player experiences using rules of Game Design. Thanks to my experiences, I am able to set up efficient and consistent game mechanics.

EDUCATION

2011
2014

GAME DESIGN DEGREE

At Isart Digital - Paris

Study of Game and Level Design skills, mapping, gameplay loops and environment building.

2010
2011

MULTIMEDIA ART SCHOOL

At Itecom Art Design - Paris

Introduction to Editing, Drawings skills and Visual Communication.

2004
2007

LITERARY BACCALAUREATE

At J. Rostand High School - Chantilly

Study of literary genres, storytelling skills and Plastic Arts specialization.



CONTACT ME



Date of Birth:

1988.08.22



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EXPERIENCE

2014
2016

GAME DESIGNER / 2D ARTIST

At Studio Cime

Game and Level Design on *Mu Complex* project. 2D assets editing.

2018

LEVEL DESIGNER

At Supermassive Games

Integrating datas on
Man of Medan project.

2017
2018

GAME DESIGNER

At Quantic Dream

Game and Level Design on *Detroit Become Human* project.

Since
2019

GAME/LEVEL DESIGNER

At Don't Nod Enter.

Game & Level Design on
Twin Mirror project.

HOBBIES



VIDEO
GAMES



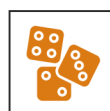
TRAVEL



MOVIES
TV SHOWS



DRAWINGS



BOARD
GAMES

8 YEARS OF EXPERIENCE



TWIN MIRROR
Don't Not Entertainment

After 2 years away, Sam Higgs has returned to the old mining town of Basswood in West Virginia to attend his friend's funeral. However, he soon finds himself in trouble and must rediscover the town to uncover the truth of what really happened

**GAME &
LEVEL
DESIGNER**



MAN OF MEDAN
Supermassive Games

**LEVEL
DESIGNER**

Five friends set sail on a holiday diving trip, with a rumoured WWII wreck to find. As the day unfolds, and a storm rolls in, their trip soon changes into something much more sinister.



**DETROIT
BECOME HUMAN**
Quantic Dream

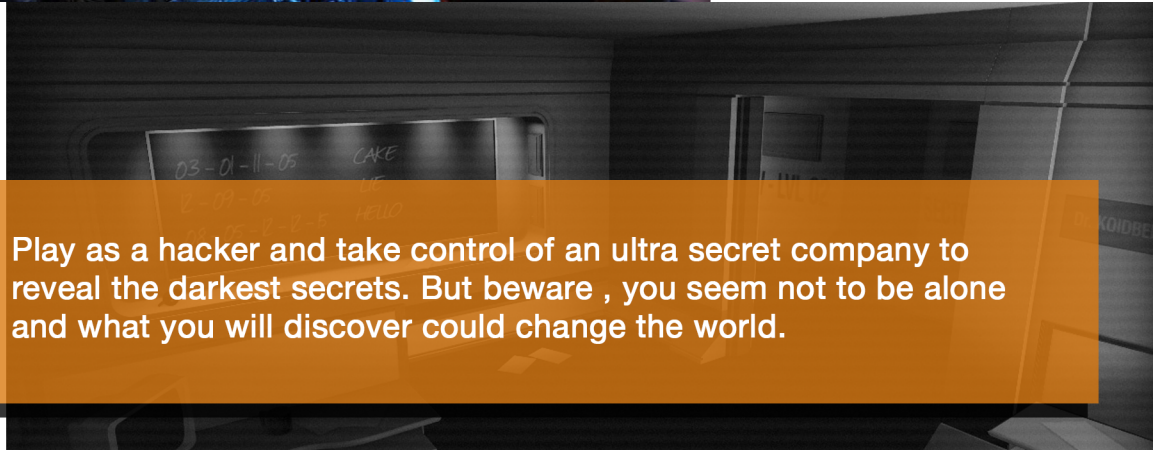
**GAME &
LEVEL
DESIGNER**

Set in Detroit during the year 2038, the city has been revitalized by the invention and introduction of androids into everyday life. But when androids start behaving as if they are alive, events begin to spin out of control.



MU COMPLEX
Studio Cime

**GAME
DESIGNER
2D ARTIST**



Play as a hacker and take control of an ultra secret company to reveal the darkest secrets. But beware , you seem not to be alone and what you will discover could change the world.



DUOPULSEUR
Isart Digital

When aliens crash on the Big Rock, a mountain near their home, Goooh and Ago, 2 prehistoric people, start their journey through all that incredible and unknown technology to reach the mountain peak and discover the most incredible treasure : fire.

**GAME &
LEVEL
DESIGNER**