

Julien Barbe

Game Designer - Level Designer - Narrative Designer

EXPERIENCE

Independant, Toulouse — Teacher

SINCE 2018

Game design, level design and narrative design teacher for Toulouse Pixel School (cofounder), E-Artsup, ETPA and Brassart.

Independant, Toulouse — Designer

SINCE 2018

Work as a game designer, level designer and narrative designer. Clients include: the Blueprint Collective, Immersens, I Play Again etc.

Novelab by Audiogaming, Toulouse — Game Designer

2017 - 2018

VR/AR-oriented studio where I managed interactive project for big companies like Enedis or Merck.

Open Mind Innovation, Paris — Game Designer

2017

VR serious game teaching stress management techniques using neuro and biofeedback.

Koalabs, Montreuil — Level Designer

2015 - 2016

Work on Syberia 3 (Unity).

LevelUp Studio, Toulouse — Game Designer

2012 - 2013

Multiple mobile games.

Cyanide, Nanterre — Quest Designer

2010 - 2011

Wrote quests, NPC background and dialogues on the Game of Thrones RPG, and took care of implementation, debugging and cameras (UE 3).

PROJECTS

Toulouse Pixel School — Education

SINCE 2017

Cofounded a video game school aimed at beginners and people who don't necessarily want to become professionals.

Sweet Arsenic — Development

SINCE 2016

Cofounded an independent game studio, developing several titles including Resilience and SpringBack.

Toulouse, FRANCE

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SKILLS

Game et Level Design

- Several design methods: Kishōtenketsu, Iterative Design, Forward design...
- Gamification

Developpement

- Unity 3D
- Java (Processing) and C# (Unity) programming

Ergonomie

- Very good knowledge of human perception and cognition (Biology BA)
- Experience in conducting playtests (UX major)
- Experience in lecture giving (incl. in English)

Langues

- French: native speaker
- English: fluent

DISTINCTIONS

2013: Game4Change New York. Invited to present an educational game prototype.

2011: IGF Student Showcase winner with PaperPlane

2010: Milthon (previous name for the Ping Awards) for best student game with PaperPlane

EDUCATION

ENJMIN (2008 - 2010) : Master of games and interactive media (UX major)

Université Paul Sabatier (2003 - 2008) : Biology BA (BGSTU)