

LÉONARD DELARCHE

NARRATIVE DESIGNER

EXPERIENCE

GAME PROJECTS



Soleil · Pacific action/adventure
Game & narrative design
Diploma project - 6 months of development, team of 7 people



Dazzle · Card game (digital board game)
Game design & VFX
2 months of development, team of 7 people



Reaching · Interactive cinematic
Narrative design & level design/art
5 days of development, team of 14 people



Shape Of Seasons · Puzzle & contemplative
Game design & programmation
2 months of development, team of 6 people



Game Jams · GGJ, Bellecour Ecole
2017 - 2020 · Lyon
Regular participation to Global Game Jams and other jams organized by Bellecour Ecole (two to three per year)
Realizations : narrative game, otome game, escape game, horror game

OTHERS

Volunteer · *Event Yaoi (YBY Editions)*

2017 - 2020 · Villejuif
Proof-reading (english & french), communication visuals, internal layouts of short stories, cover design. Actually co-manager of the graphics department.

Military reserve force · *French Air Force*

2013 - 2014 · Istres-Le Tubé Air Base
Introduction to the defense code, to discipline and to military skills and know-how. Archiving and sorting of administrative files, secretariat, HEPHAISTOS mission permanence (forest fire monitoring)

EDUCATION

2014

A-level in Sciences
(Baccalauréat)
Jean Cocteau Highschool
(Miramas)

2017

Technology degree
in Multimedia (MMI)
Grenoble-Alpes University
(Grenoble)

2020

Bachelor's degree
in game design
Bellecour Ecole (Lyon)

SOFTWARE



Unity 3D



UE4



Photoshop



InDesign



Premiere Pro



Maya



Hansoft



Trello



P4V (perforce)



Sourcetree

LANGUAGES

French · native
English · advanced