

ABOUT ME

Welcome on my CV.

I'm a game designer student living in Paris.

I'm really interested in narrative design, game design and level design.

MY HOBBIES

READING

Novels; fantasy, science-fiction, polar, young adult... Manga and comics

WRITING

I write a romance young adult book.

At the same time, I work with an illustrator on a "You are the hero" book for children, immersive and interactive.

MOVIES & SERIES

Old french movies.

Comedy, thriller, and western.

SKILLS

- Communication and teamwork
- Management and organization
- Game design, narrative design, level design, and their documentation.
- UI / UX



LANGUAGES

- French : native speaker
- English : good working knowledge
- Italian : beginner

CONTACT ME

06 27 44 48 72

cel.tohier@gmail.com

[Itch.io](#)

[Linkedin](#)

CÉLINE TOHIER

WORK STUDY
INTERNSHIP -
2022 / 2023

LAST PROJECTS

THE MESSENGER

Oct. Nov. 2021 | Open World, team of 10 GD

MY JOB: All Narrative Designer part, writing and game design

SPLIT CUBE

Apr. May 2021 | Free To Play, Endless Runner on mobile.

Team of 4 GD and 4 GDP.

MY JOB: Game Design and economic design

YSKHOD

Feb 2021 | Narrative game, point & click, team of 4 GD

MY JOB: Game Design, Narrative Design & programming
(Unity with bolt and C#, using YarnSpinner.)

PROFESSIONAL EXPERIENCES

Narrative Design Internship - POCKET STORY 9 months

I worked on a mobile game named Love Star.

MY JOB: Narrative structure, narrative design, writing, and integrating all the story in unity.

Any internships in laboratory 2016 - 2019

I worked in several laboratories.

I learned team work and communication. I worked with teams in another countries.

FORMATIONS

2019 / 2023 Master Degrees in Game Design

- ISART DIGITAL, Paris 75011

2017 / 2018 Bachelor Degrees in Biomedical Research

- ESTBA, Paris 75020

2015 / 2017 BTS Biomedical Research Analyse

- ESTBA, Paris 75020