

Paul Clarissou

graphist · game developer

polclarissou.com

contact@polclarissou.com

+33 · 688 · 737 · 024

Valenciennes, France

Looking for a 3 - 6 month internship or job, starting july 2016

education & experience:

2016 (expected): **Supinfo**game (France) master diploma in Game Art and Management - RNCP level 1

2015: four month collaboration/residency at **KO_OP**, independant studio based in Montréal

- solo work on **Orchids to Dusk**, a networked 3D game, in Unity

- responsible for all aspects of the game's conception and production (with external help for music, trailer and website)

2014: two month internship at **Swing Swing submarine**, independant French studio

- work on the project **Seasons after Fall**, a 2D puzzle platformer, in Unity

- creation of all animations of the Gamescom demo prototype, additional integration (particles etc.) work

2012: one month Unity class at the University of Washington, Seattle - USA

2011: French high school science diploma, high honors

prizes & showcases:

2016: **Orchids to Dusk** selected for the **IGF award (Nuovo & student categories)** & for the **GDC Experimental Gameplay Workshop**

2015: **Even the Stars** selected for the **IGF award (student category)**; **Ferdinand Laboite** showcased at the **alt.ctrl.GDC**

2014: **Even the Stars** showcased at **EGX London**

2014: French **Imagine Cup** contest (microsoft): 3rd place (**OX**)

skills

key skills:

-**prototyping and integration of graphic assets in Unity**

-**critical reflection on game design, game feel and aesthetics**

-**dynamic, straightforward 2D animation**

good mastership:

- **Photoshop** · **3Ds max** · **Flash animation**

- **Unity 3D (C# & javascript)** · **Shaderforge** · **HTML & CSS**

also familiar with:

- **Illustrator**, **After Effects**, **Zbrush**, **Mudbox**, **Unreal Engine 4** integration, **Processing**

languages: French (mother tongue) · English (fluent) · German (rusty highschool level)

intent/interests

I like to make things move, to bring life to items and characters- thus I favor **animation** and **prototyping** amongst the skills I develop.

I aim to **shake conventions** and build meaningful experiences for **gamer and non-gamer audiences alike**.

I prefer **non-realistic, minimalistic styles** with a **strong identity** to more intricate and less straightforward visuals.

I like games to be calm and contemplative, to be spaces for players to reflect and breathe.

I look for accidental aesthetic and poetry in text, scientific writing, gizmos and other unexpected places; and through procedural generation.

I can be very passionate about pretty much any subject related to water (light, sensation, underwater fauna...) and occasionally practice scuba-diving.

notable projects

vignettes: Ongoing project • toyish surprise-o-rama

A playful experience based on manipulation and serendipity, for mobile platforms and computers.

Made in Unity with Arnel Gibson.

polclarissou.com/vignettes



Orchids to Dusk: 2015 • calm wandering experience

Short contemplative game about being an astronaut stranded on an alien planet, with only a few minutes left to live. The game navigates notions of acceptance and legacy, and explores asynchronous multiplayer dynamics.

ko-opmode.com/orchids

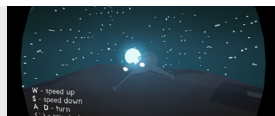


Even the Stars: 2014 • existentialist space exploration

Personal project initiated during the Space Cowboy game jam, then continued during about one month. Made on my own except for the soundtrack, realized by Nicholas Gavan.

Part of the 2015 IGF student showcase.

polclarissou.com/eventhestars



••• see more projects on my portfolio: polclarissou.com/portfolio •••