

# Hugo Dunas-Wald

## TECHNICAL GAME DESIGNER

I design and build games, ask questions and sort out ideas.

I'm passionate about my work but I know how to take a step back.



+33 6 32 00 09 64



alterisateur@gmail.com



[alterisateur.com](https://alterisateur.com)



[Hugo Dunas-Wald](#)

## Experience

2024

Sleepy Mill Studio

### Freelance Content Design

- Conception of content for an upcoming Tetris/city builder game.
- Scripting in Unreal with *Blueprints*.
- Balancing.

2021-2023

BlueTwelve Studio

### Technical Game and Level Design

- Worked on the game *Stray*.
  - Programming in Unreal with *Blueprints*.
  - Writing and integration of dialogs and cameras.
  - Gamefeel of interactions with physical objects.
  - Analysis and iteration on the main story line and the world building.
  - Design and integration of *Trophies* and *Activities* for PS5.
  - Creation of various tools and technical documents to finish the game.
- Organised a game jam in between projects.
- Gave a talk about my experience on the project *Stray*.
  - *Starting from the end*, Enjmin Game Conference 2023, Angoulême, France



## Education

2020: CNAM-ENJMIN

Game Design Master Degree

2018: ESAD Grenoble

Fine Arts Degree

2017: Grenoble Conservatory

Acting and Dance classes

2016: Université Grenoble Alpes

Performing Art Studies

2015: ESAD Valence

Graphic Design Studies



## Languages

- French : Native
- English : Fluent
- German : Some words



## Softwares Used

- Unity
- Unreal
- Google Sheets
- Google Slides
- Notion

2020

Tamanoir Immersive Studio

## VR Interaction Design

- Writing of game concepts.
- Analyse and conceptualization of VR experiences for artists, film makers and stage directors.
- Consulting and feedbacks on VR games.

2019

CEDRIC-CNAM Research Lab

## Game and Accessibility Design

- Design of an audio FPS game accessible for visually impaired people.
- Bibliography of scientific papers about audio accessibility, proprioception and navigation in space.

2018 - 2020

ENJMIN Student Projects

## Game Design and Programming

- Design of Cobble & Trouble. A FPS tower defense made with Unreal in 4 month.
- Design of Cache-Cache. A cooperative multiplayer puzzle game made with Unity in 3 month.
- Design of Midnight Waves. An interactive music app made with Unity in 3 month.
- Design of Erosion. A shoot'em up game made with Unity in 1 month.
- Design and programming in C# of various other small projects within small teams.



## Interests

Games :

- *Heaven's Vault*
- *Inscription*
- *Radiator 2*
- *Magic: the Gathering*
- *Guild Wars 2*

Performances :

- Improv
- Drag shows
- Contemporary, house and hip hop dance



## Some Game Jams

- 2022
  - Global Game Jam, Montpellier, France
- 2021
  - Global Game Jam, Angoulême, France
- 2019
  - Digital Art Jam, Paris, France
- 2018
  - Enjam, Angoulême, France
  - Ceci n'est pas un jeu, Poitiers, France