

MEDIA ART

GAME ART

GAME DESIGN

3D ARTIST



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hdme.ch

EDUCATION

2017 -2020 **Game Design** Bachelor at «ZHdK» (Zürcher Hochschule der Künste), Zürich (ZH)

2016 -2017 **Visual arts/Fine arts** Propädeutikum at «EDHEA» (Ecole de design et haute école d'art), Sierre (VS)

2013 -2016 Highschool «Blaise-Cendrars» Main option: Physics and application of maths, La Chaux-de-Fonds (NE)



Trailer :

https://store.steampowered.com/app/1386830/Daffodil_Yellow_A_few_poems_from_an_insect_collector/



«Daffodil Yellow: a few poems from an insect collector»

is a poetic game/interactive experience, which looks like a 3D painting. You play as an insect collector looking for colors in old summer memories.

"Daffodil yellow: a few poems from an insect collector" est une expérience interactive qui ressemble à une peinture en 3D. On y incarne un collectionneur d'insecte à la recherche de couleurs dans des anciens souvenirs d'été.

<https://hdme.itch.io/daffodil-yellow-a-few-poems-from-an-insect-collector>

My BA project – ZHDK – playable, polishing it

Z

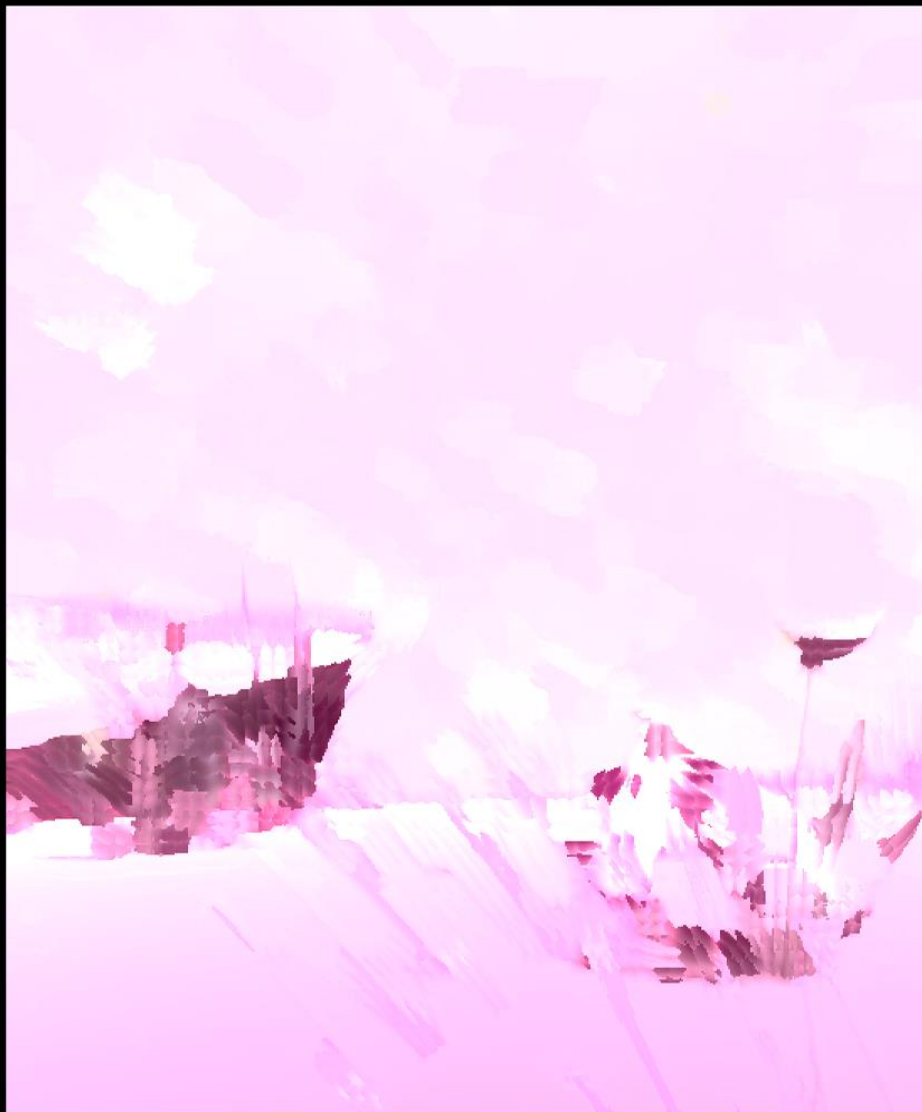
hdk

Zürcher Hochschule der Künste
Lehre

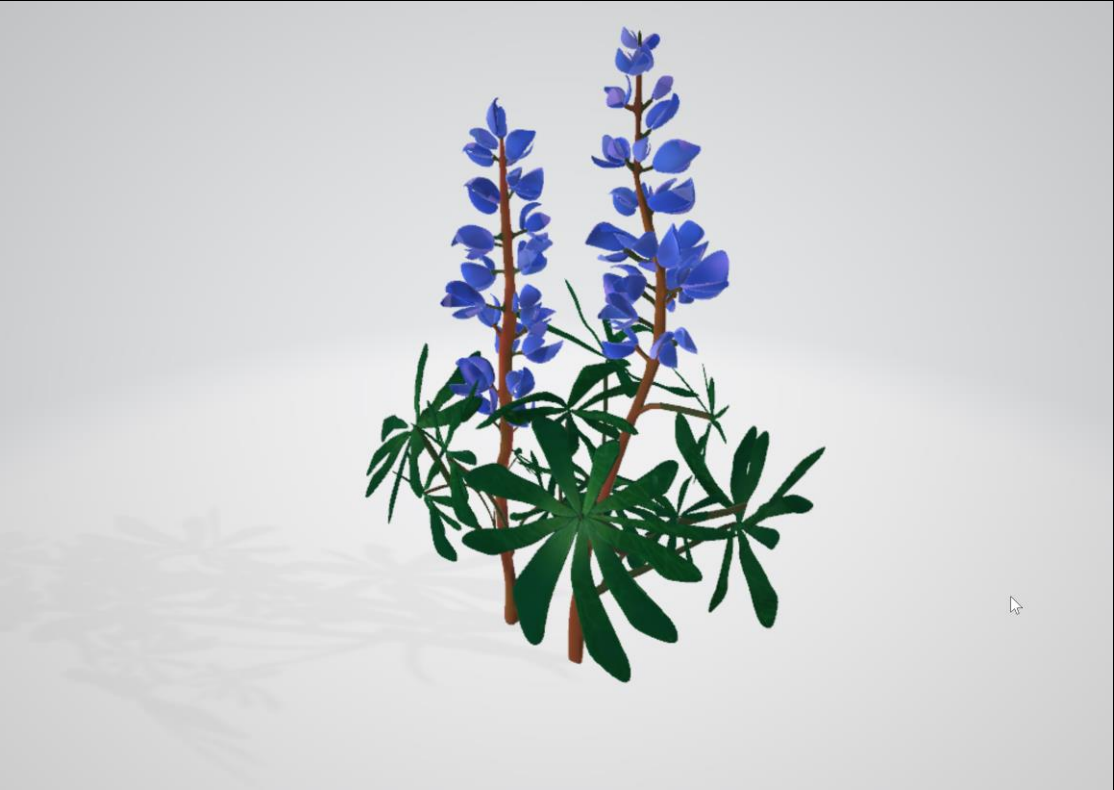


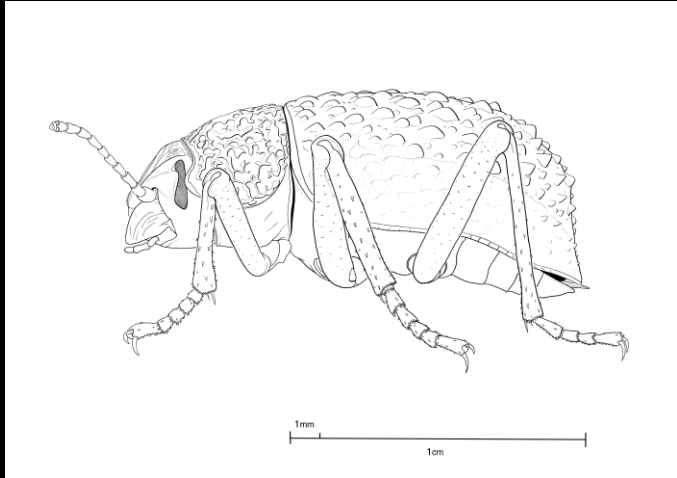


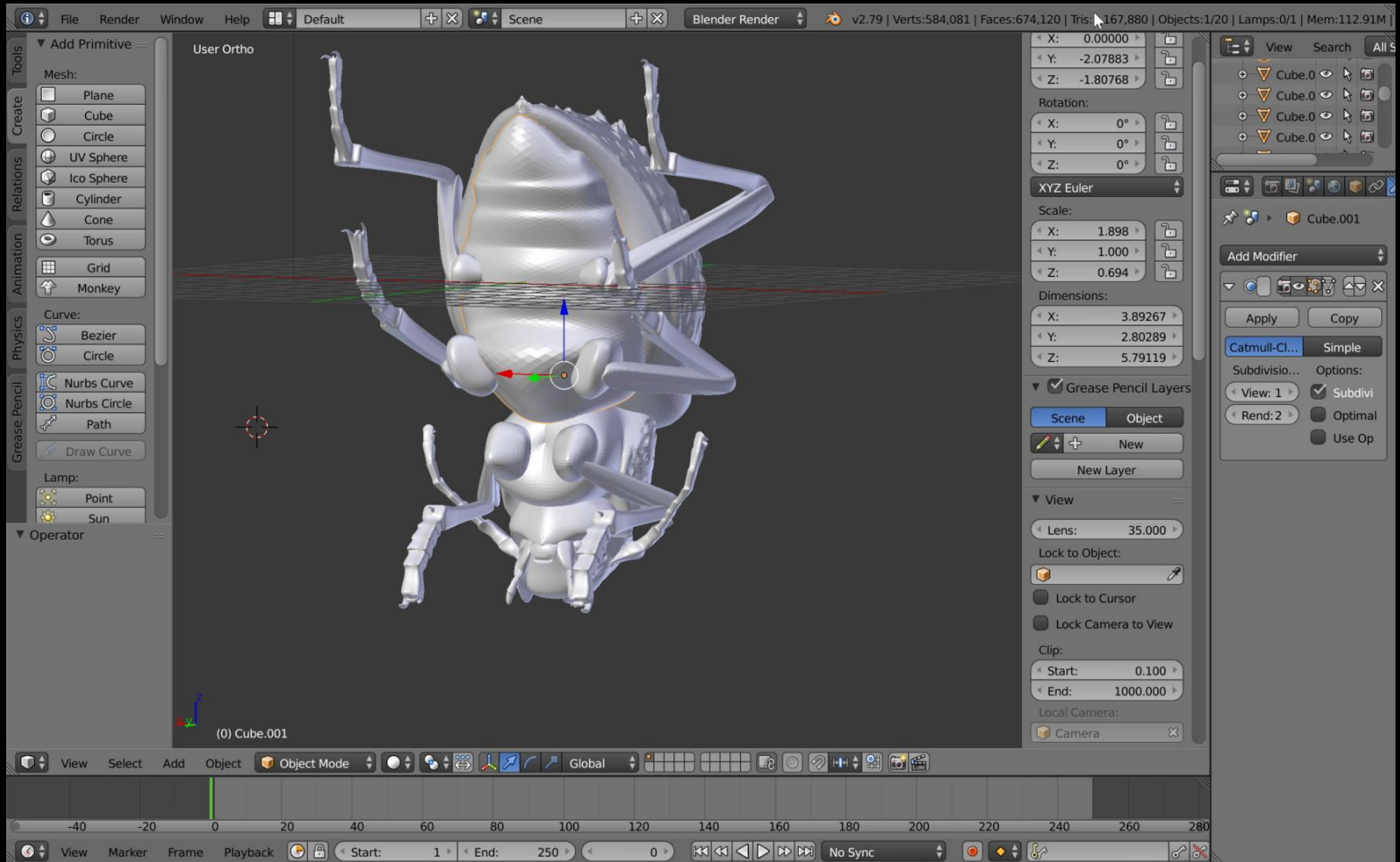




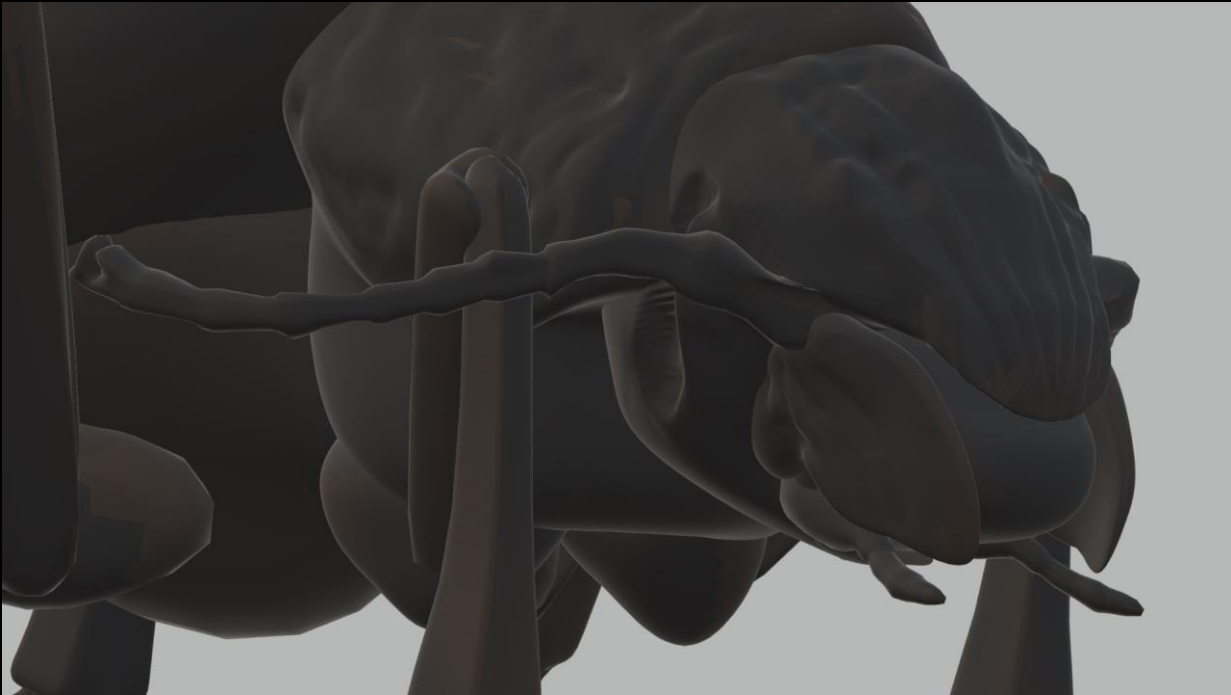
Realistic





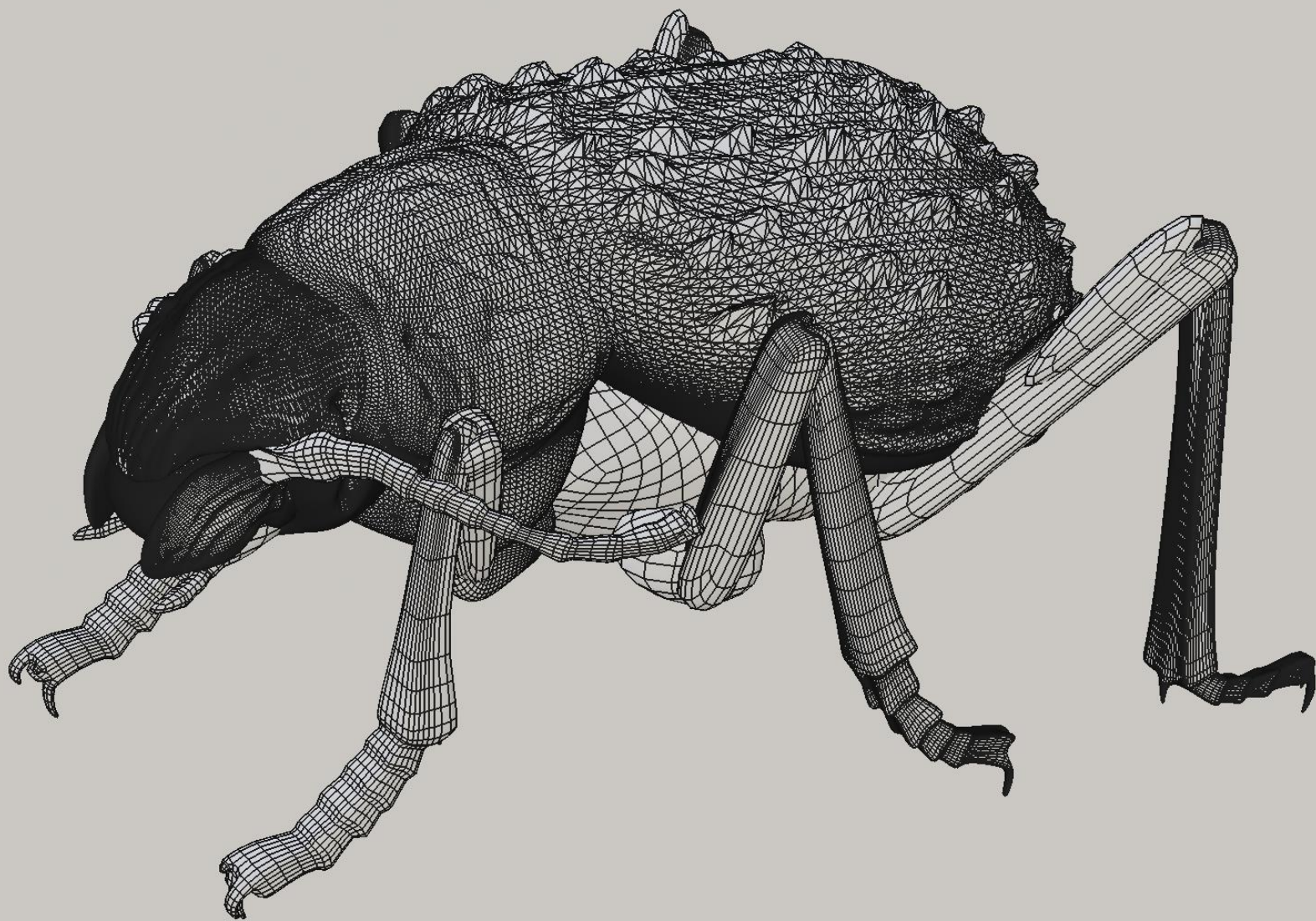




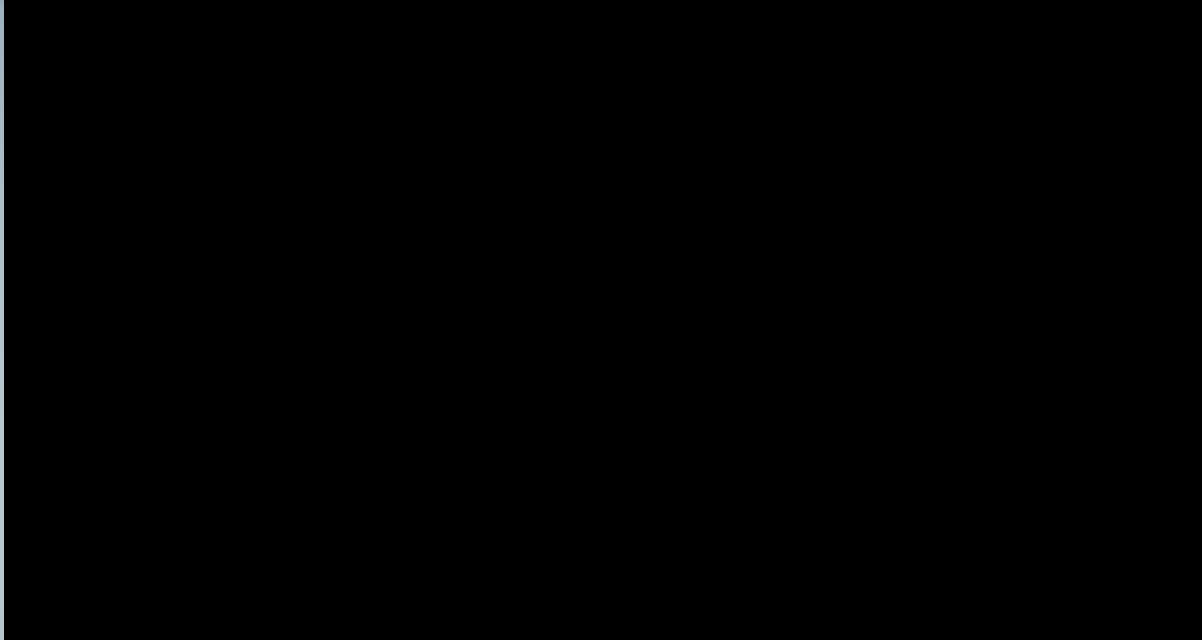


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MODELISATION 3D







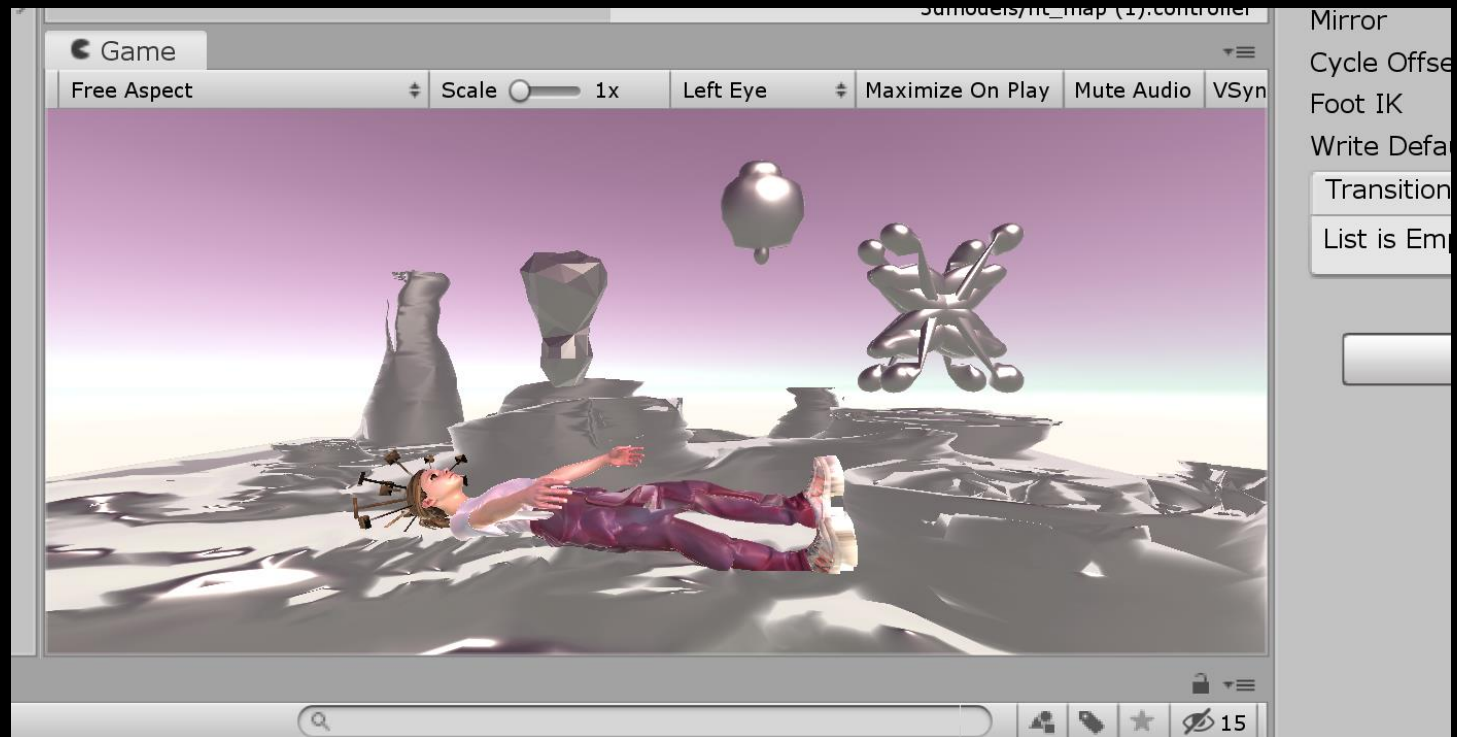
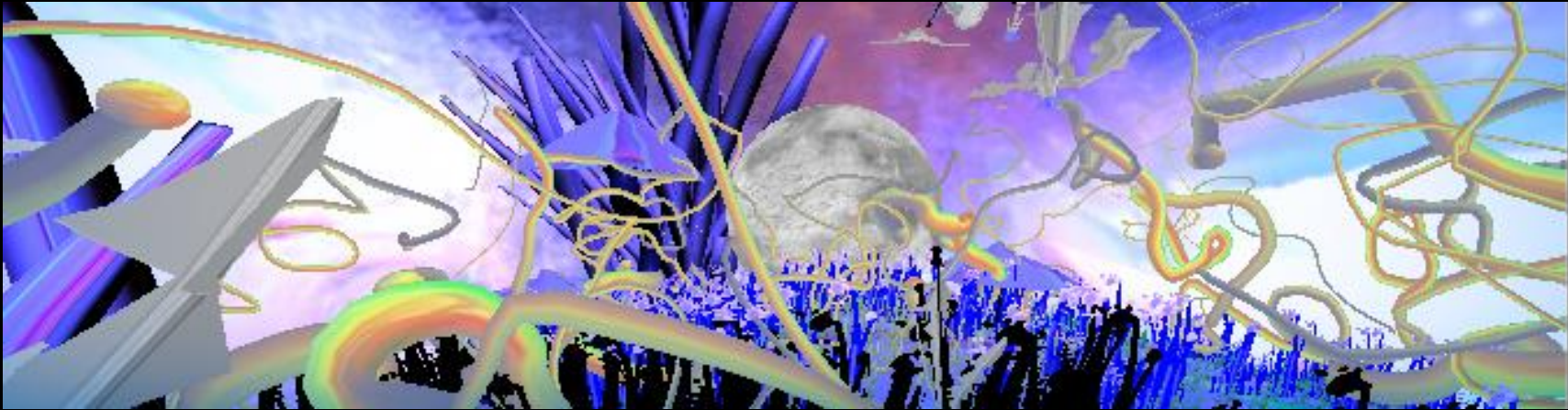
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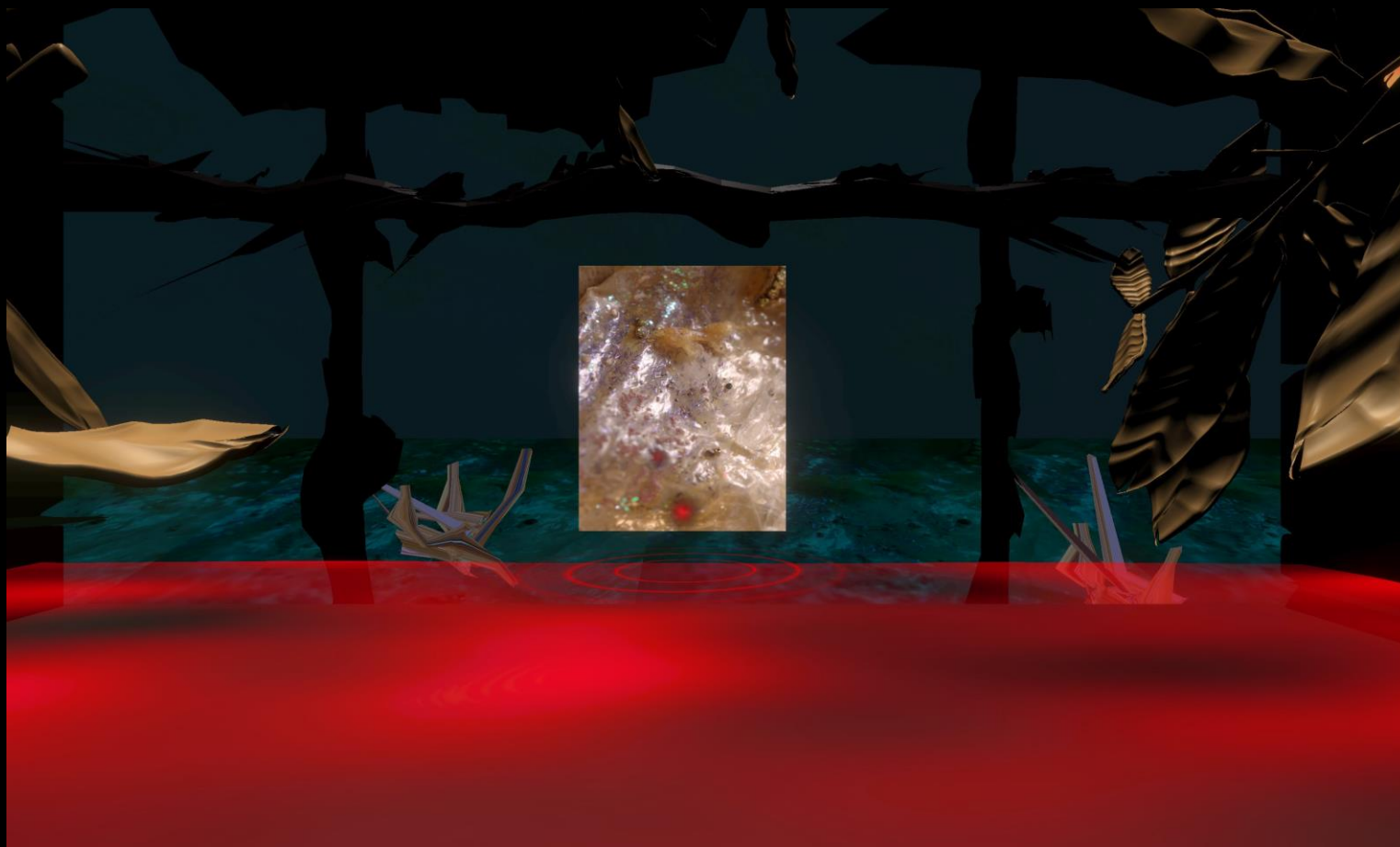
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FUGA FUTURA VR - 2021

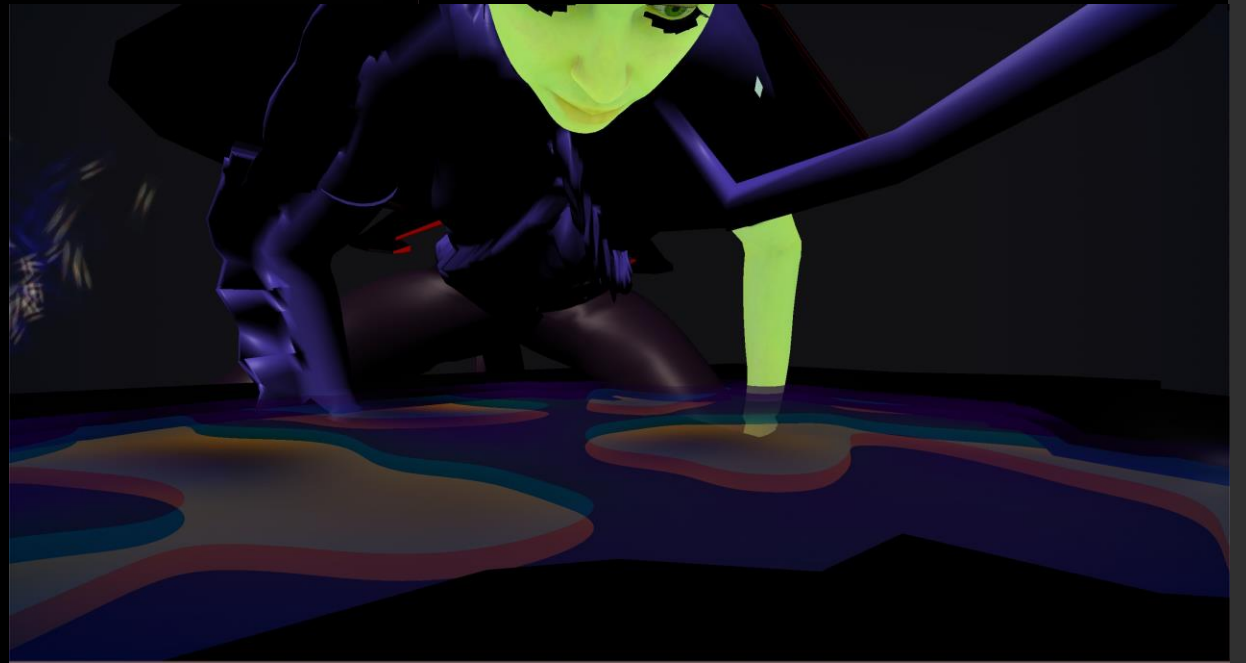
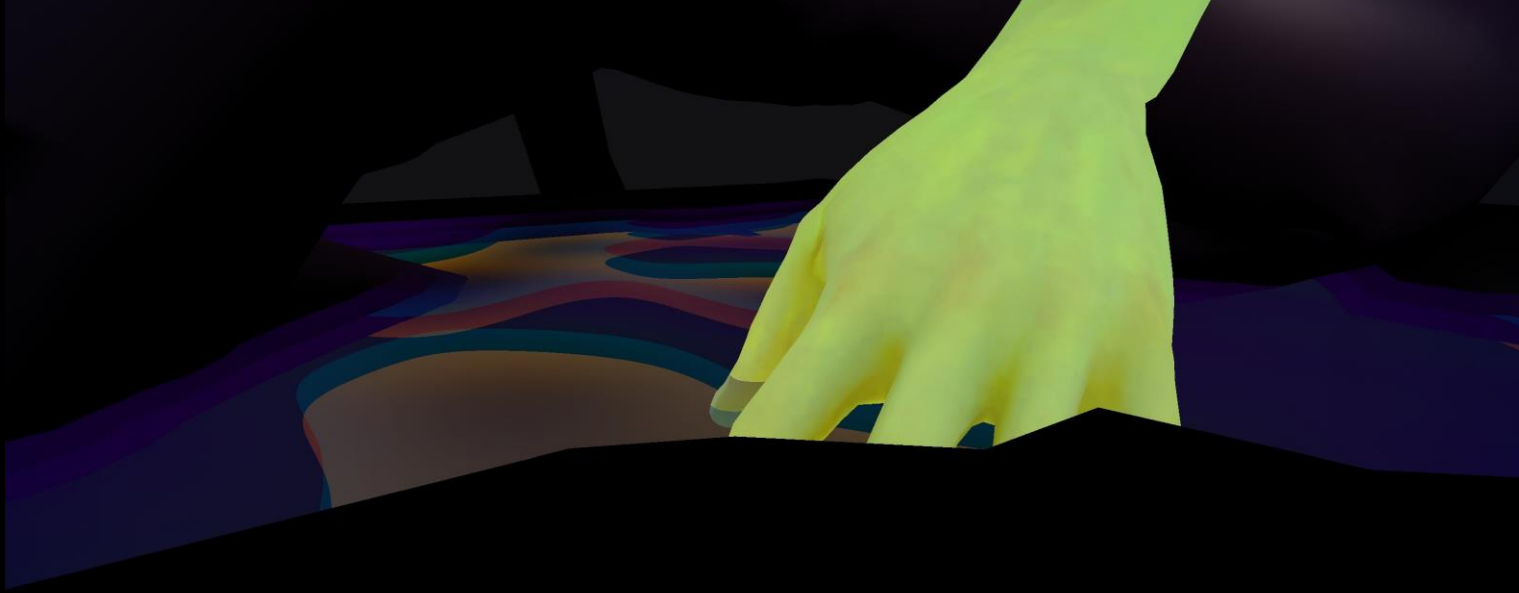
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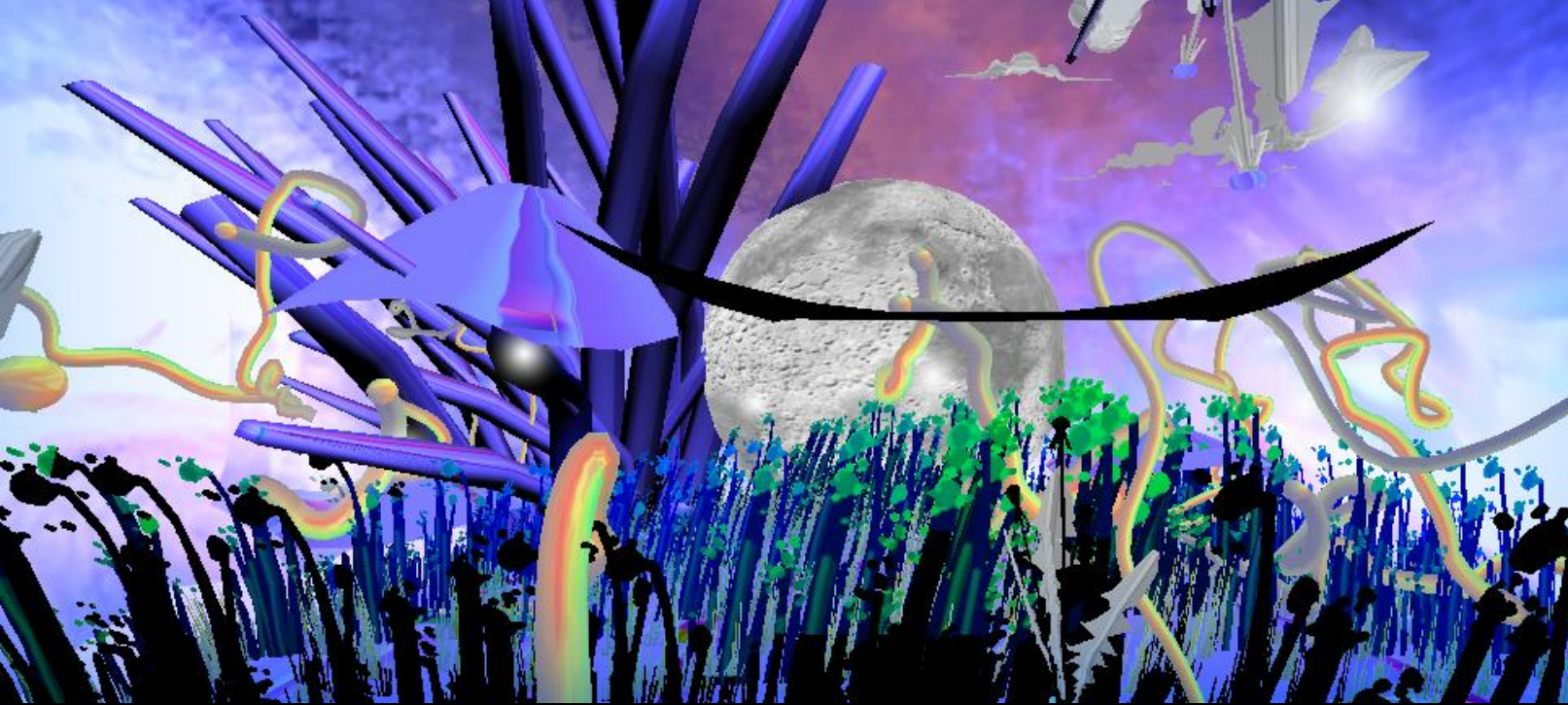
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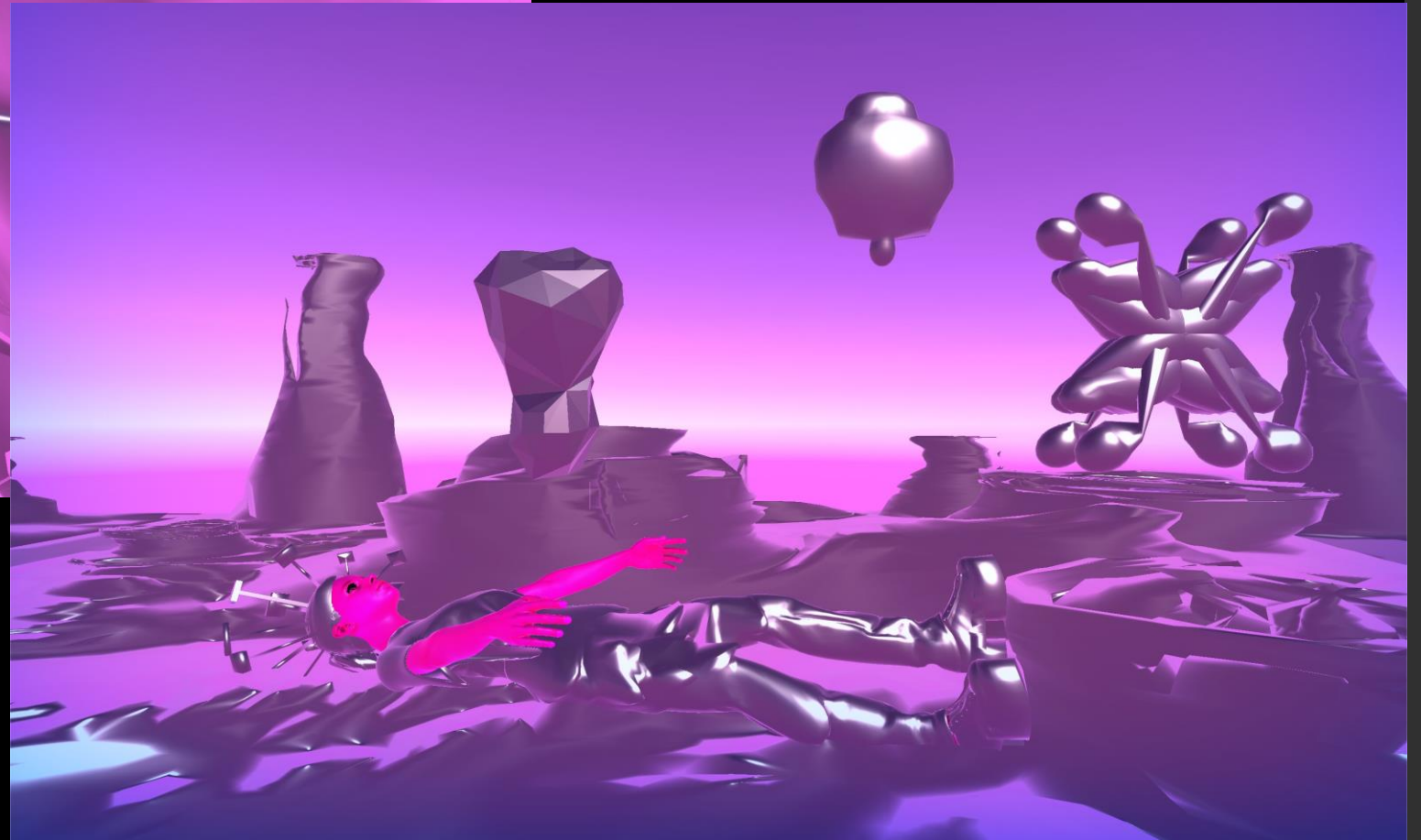


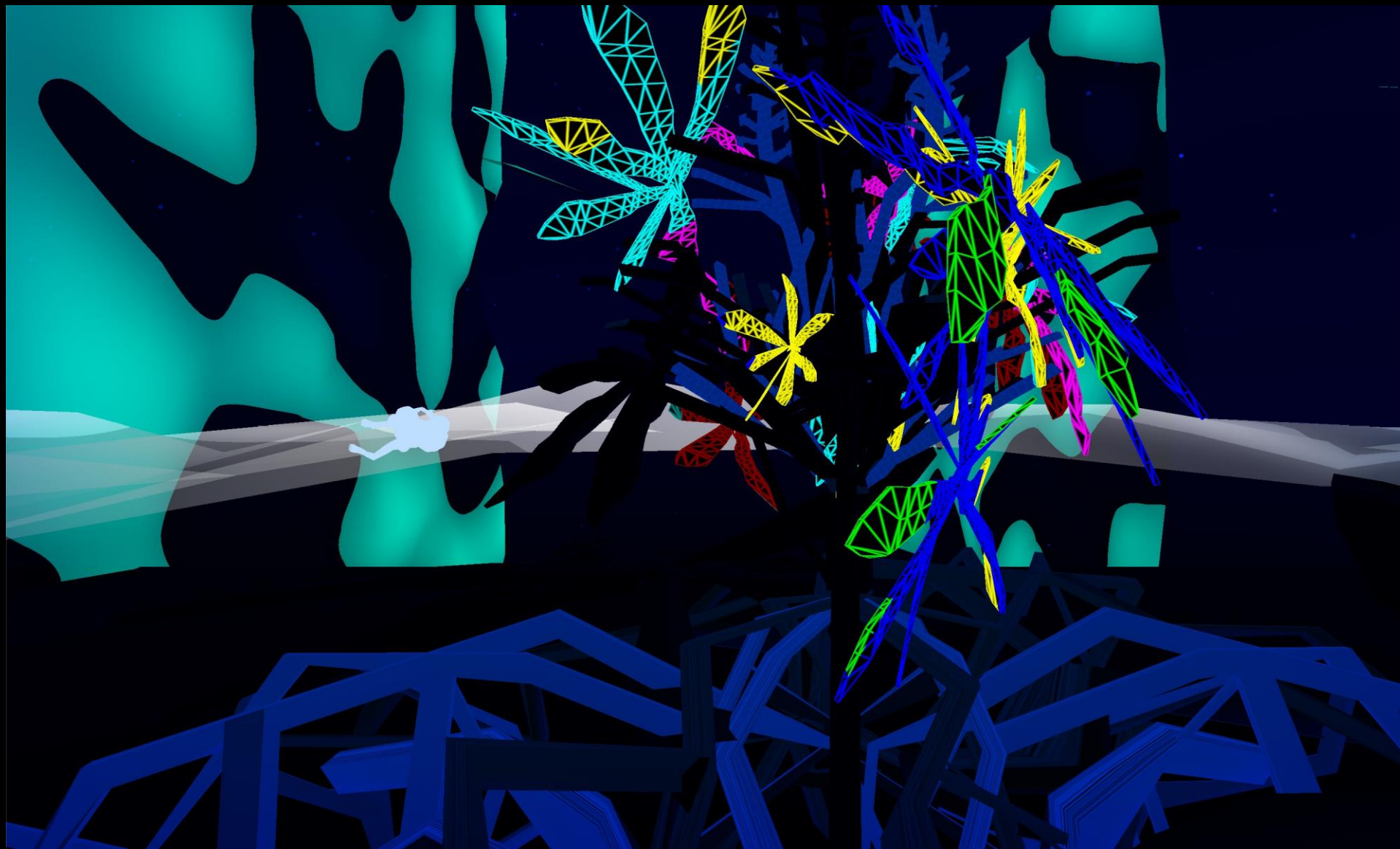


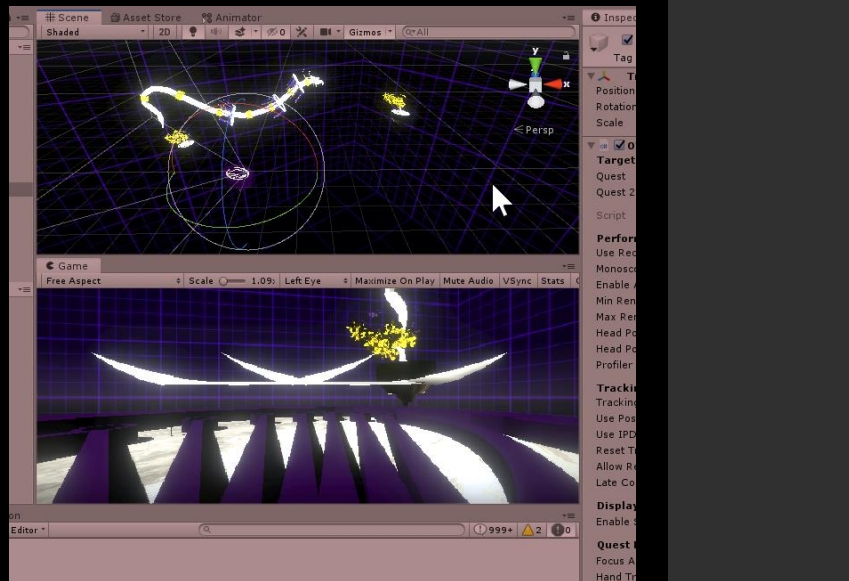
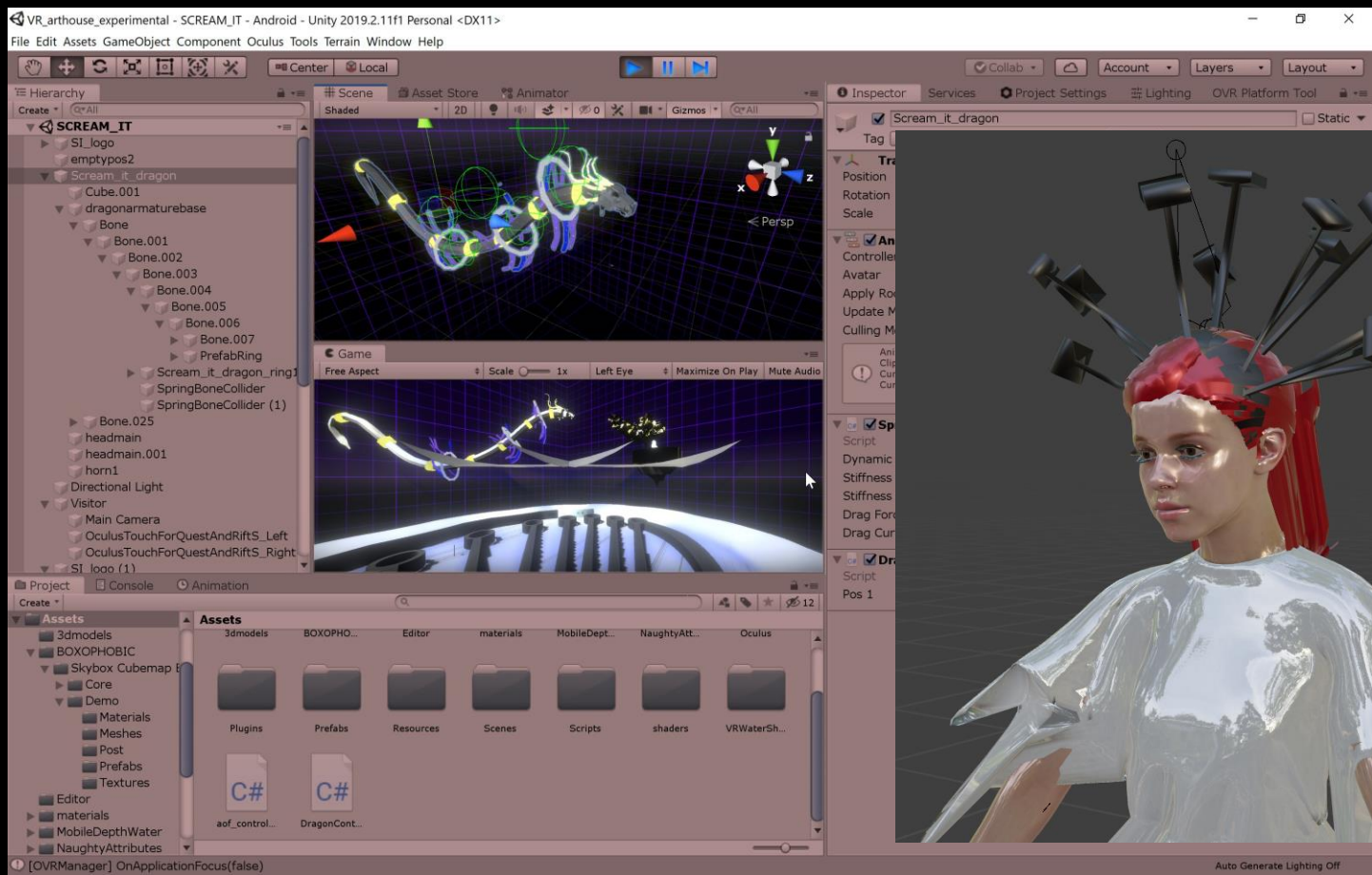












DEAD ANGEL



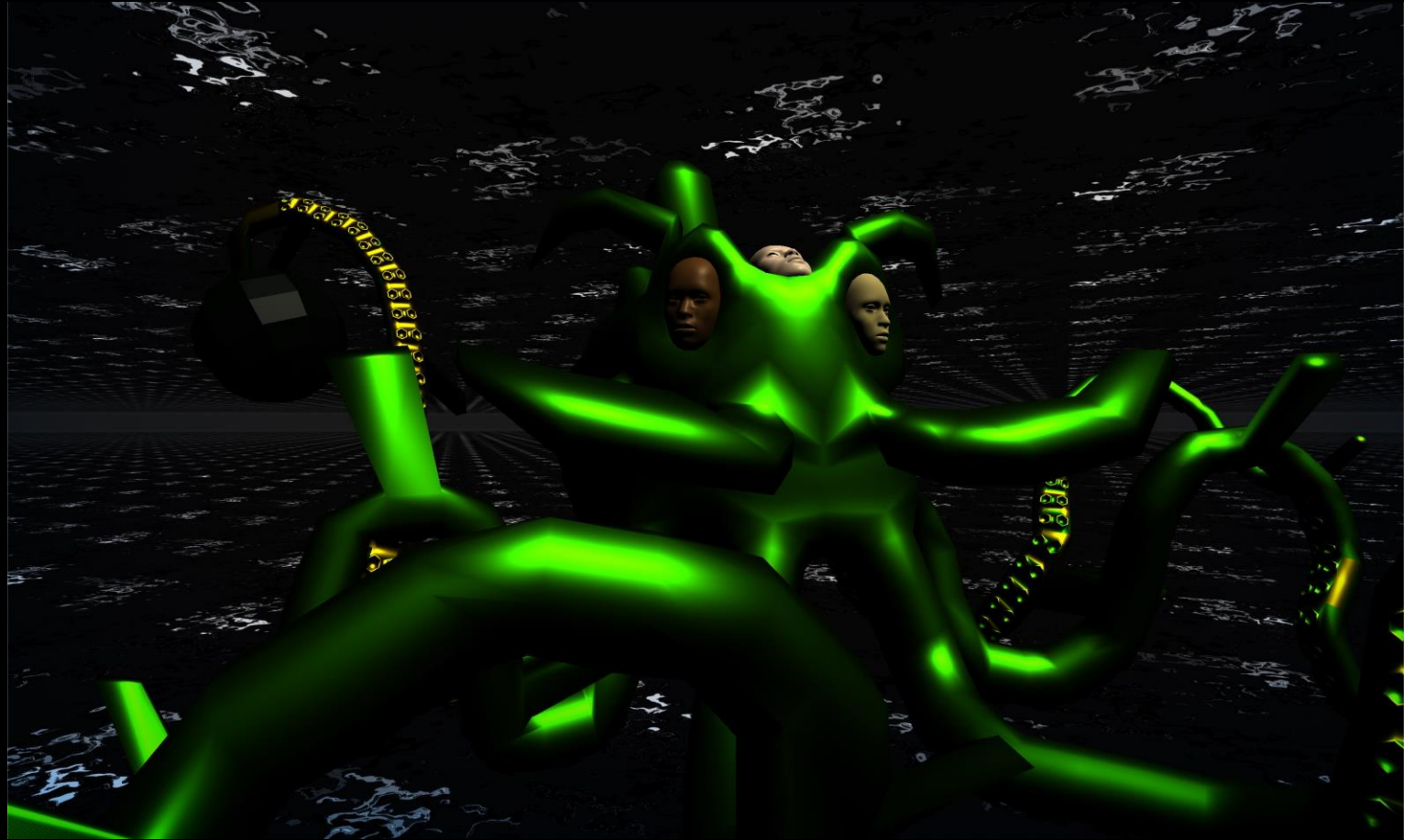
AGE OF FATALITY



EXPIRED CRYSTAL

FUGA FUTURA





«The Space You Hbld» Prototype 2018 -



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BISWAS

GAME
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The center of my world

(Working title)

I carry the whole world on my head. My memories, the lessons I've learned and what remains of you, are now tools for me to go on.

...
«On every planet that has an atmosphere, storms can happen. For example on Jupiter, the big red spot is a huge hurricane that started more than 350 years ago»

Mine is not that old, but I'm on my journey to stop it.

If you need an object...



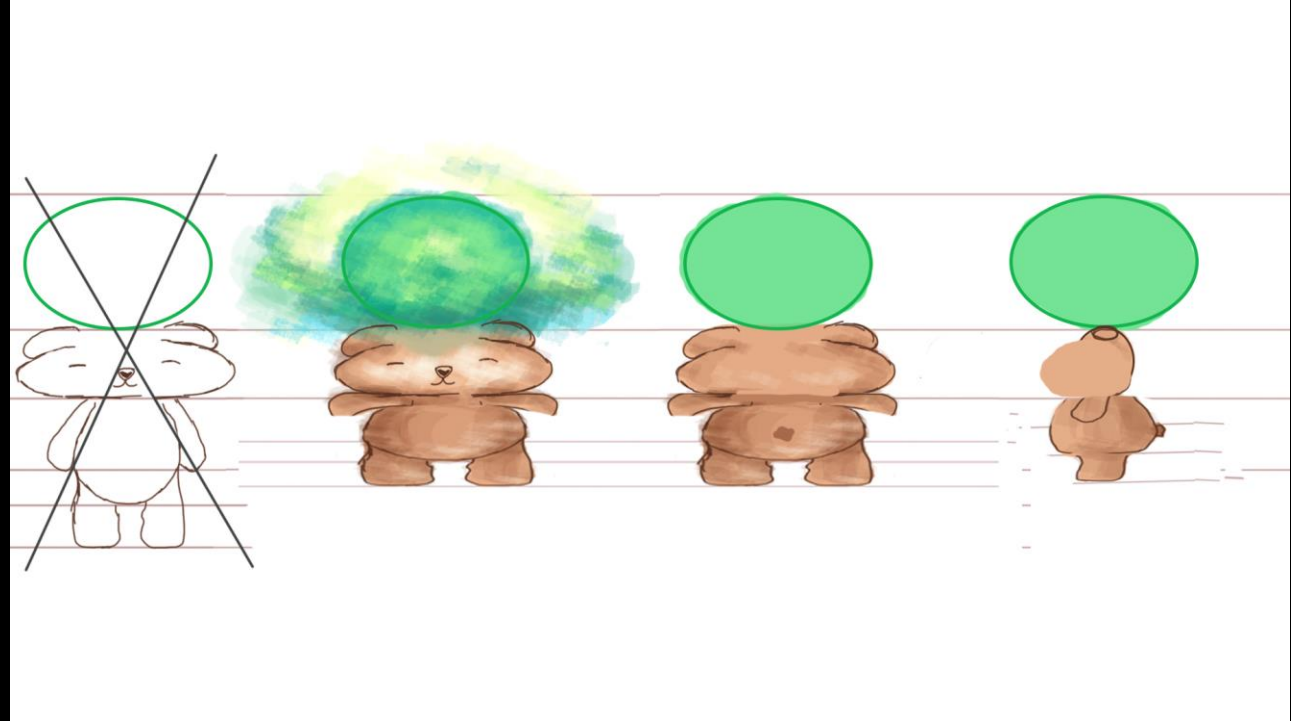
...You can switch to your World, which is your «inventory»

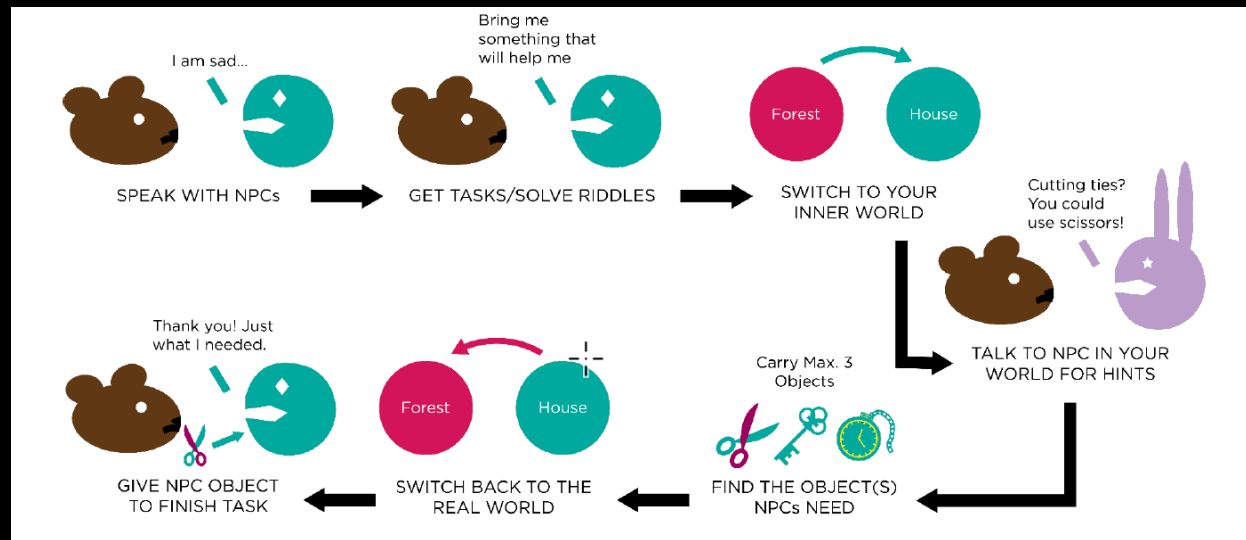


Your world is represented by a house. Outside of it, it's raining. In this house, there's two floors (two rooms). A kitchen with everyday «tools», a garret with «tools» from the past...



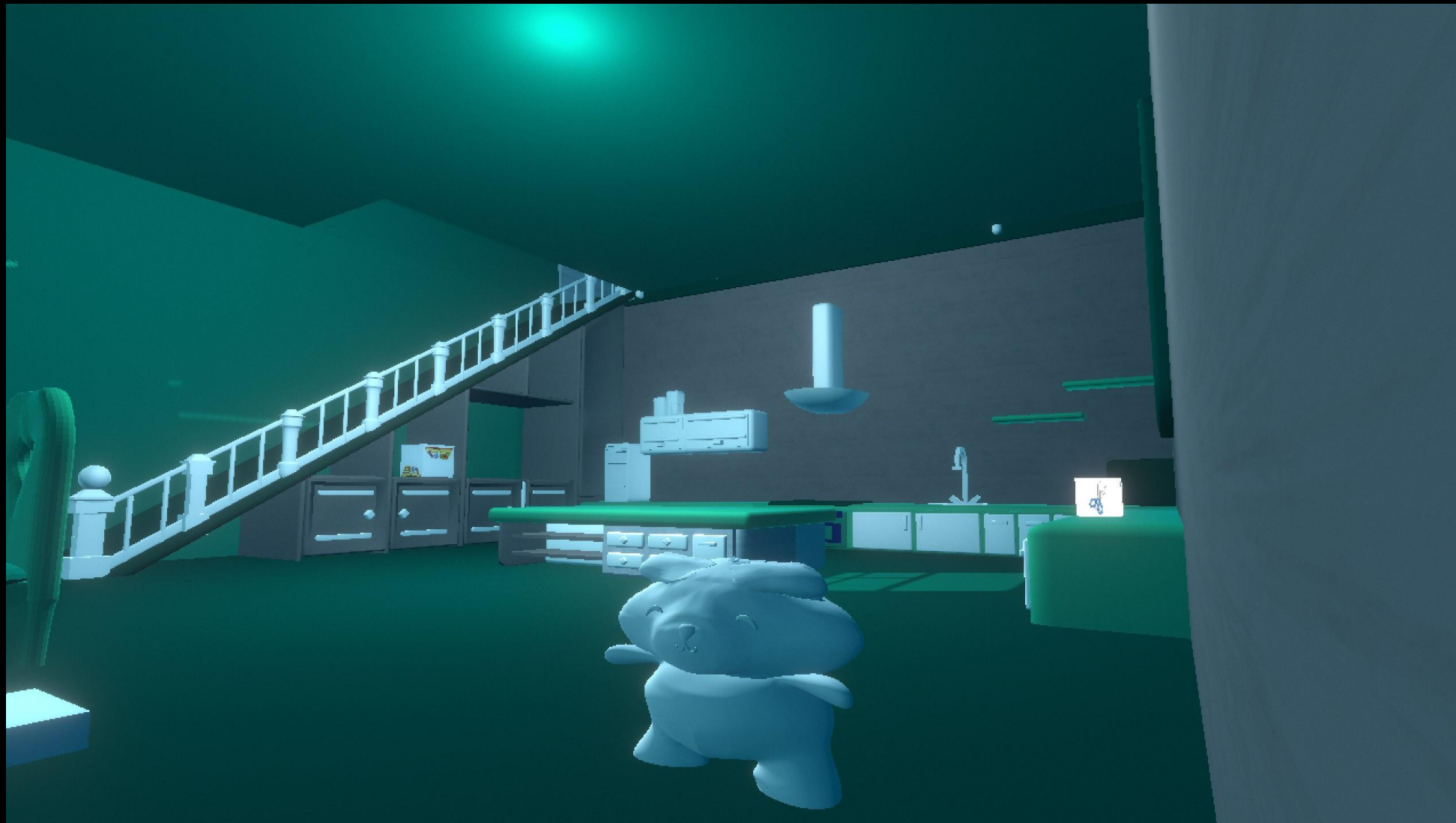
... and what remains of the center of this world





+ NODE FILE







Old turtle: Hello there, little bear! It seems like you are on a journey as well.



Old



Video on demand

VR

Adaptive music/FMOD







Infos, trailer :

<https://hdme.itch.io/ephemere>



Multiplayer games

VR



TRASHICO

Trash sorting Game VR

START

<https://hdme.itch.io/trashico>





Multiplayer games

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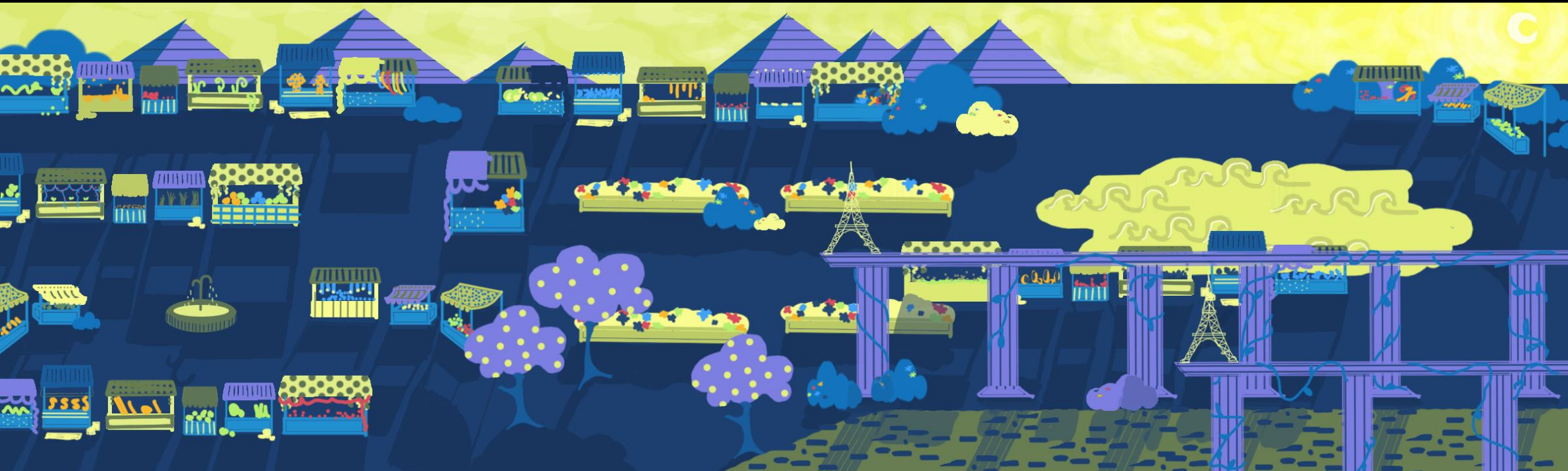
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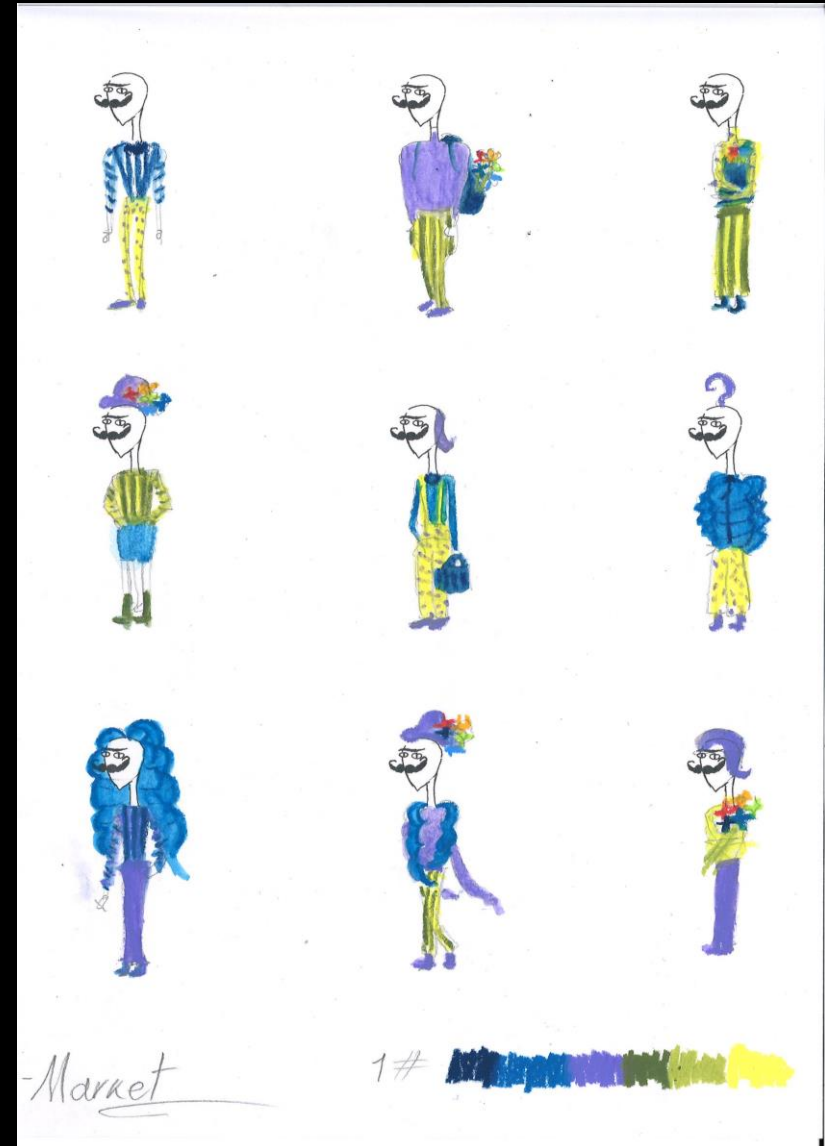
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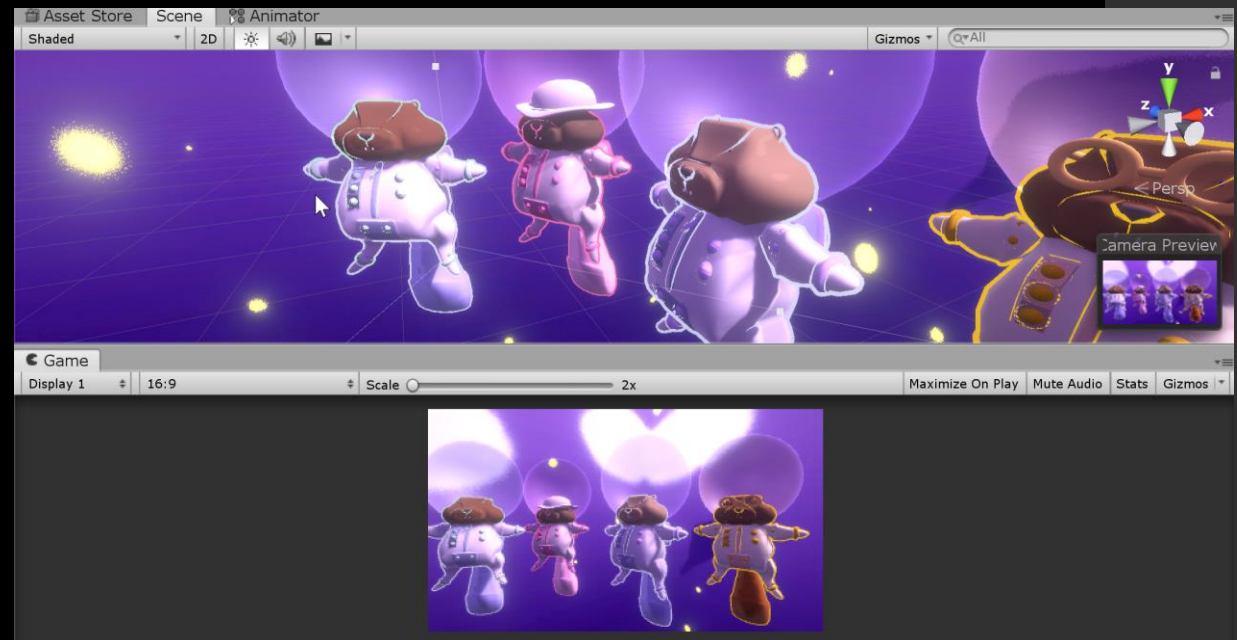
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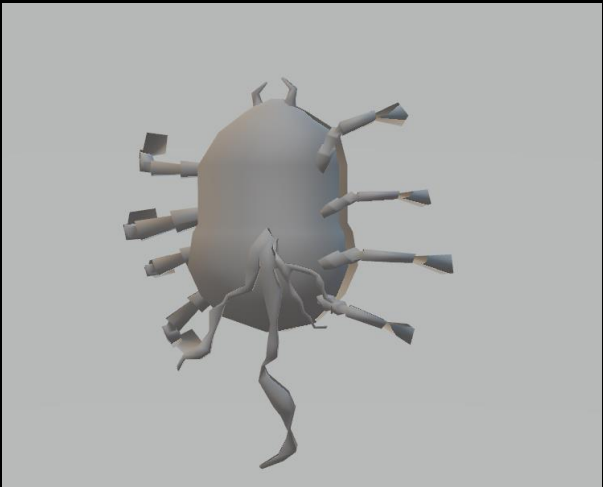
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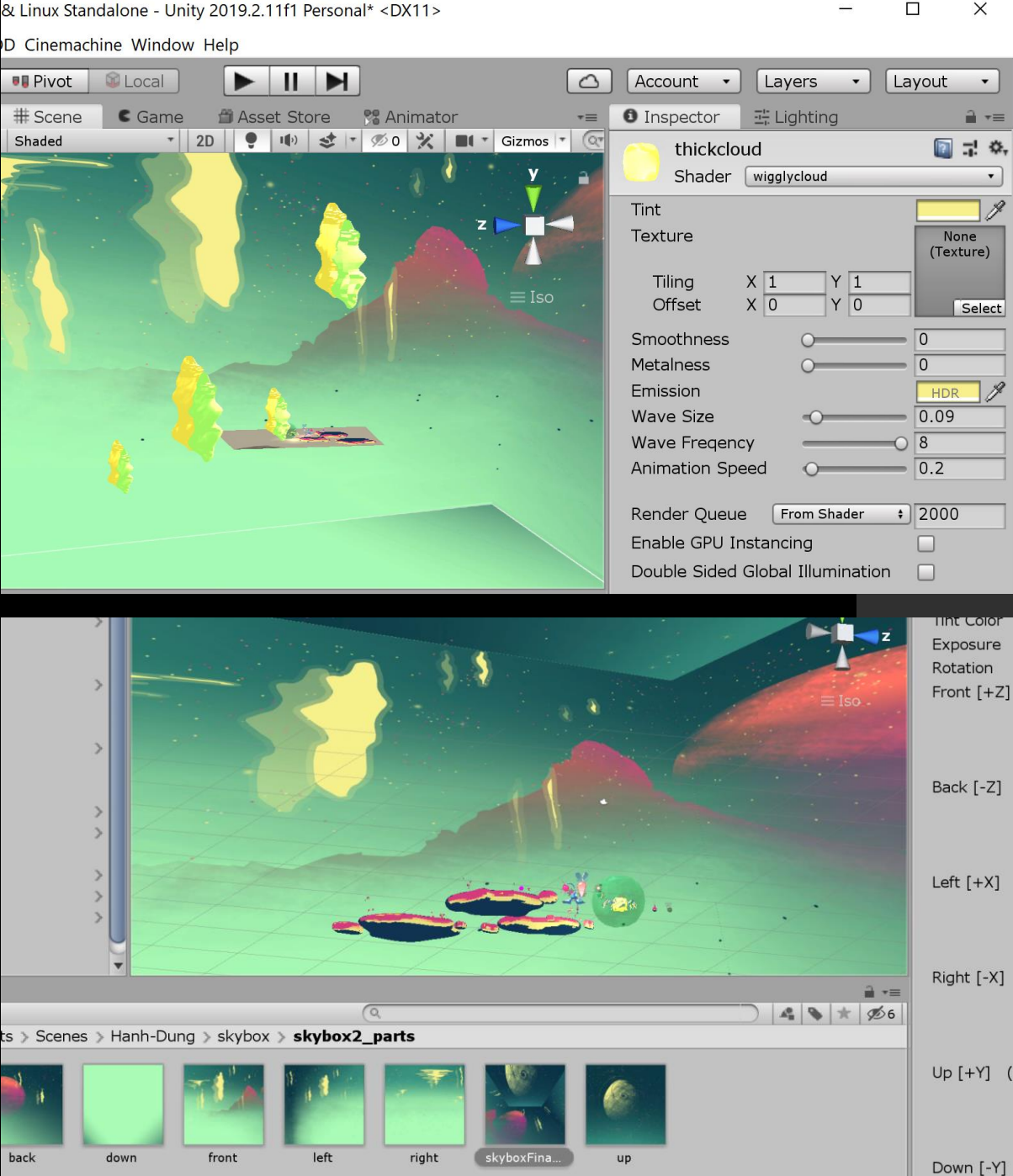
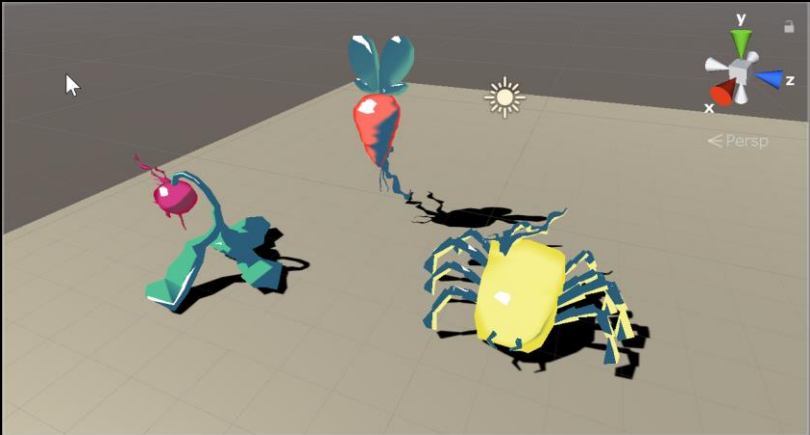
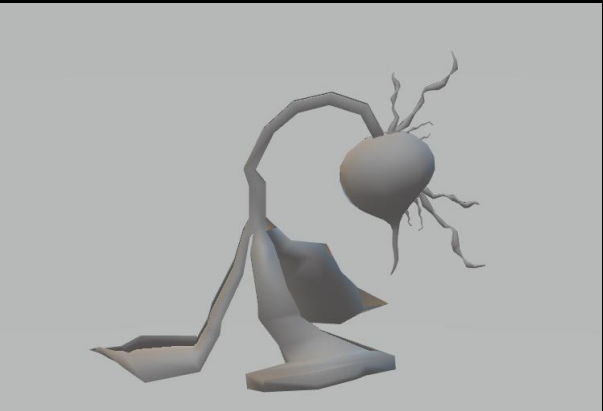


Global Game Jam 2020 (Zürich):
<https://hdme.itch.io/a-milky-way>





GameJam
2019 (ZhdK)
«Production
days»







video :

https://www.instagram.com/p/B6Y4Ygqn6wR/?utm_source=ig_web_copy_link



Interaction Immersion

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Video of the installation: <https://www.youtube.com/watch?v=rQzz47n7nt4>

Infos: <https://www.colour.education/just-after-you/>



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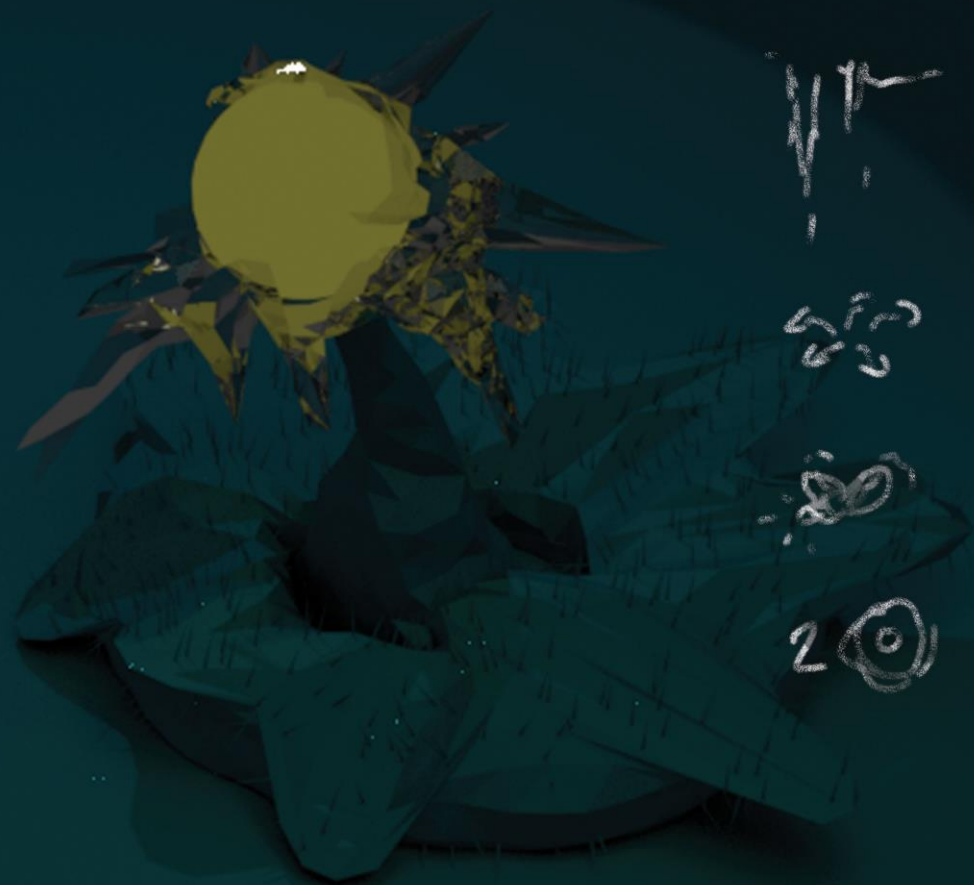
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Les fleurs

Quelques fleurs offrent une plus grande variété de couleurs que d'autres.

Pour que l'on remarque quelques fleurs, il faut que ces fleurs soient belles et rares.

Une plante, surtout sa variété, ne pousse que si certaines conditions sont réunies.

Les sortes, les variétés sont presque infinies.
Certaines sont belles, certaines sont mauvaises.
Certaines sont rares et précieuses alors que d'autres sont très parasites.

Peut-être que beaucoup se ressemblent, mais aucune n'est identique à une autre.

En voici six, issus de mon « univers »

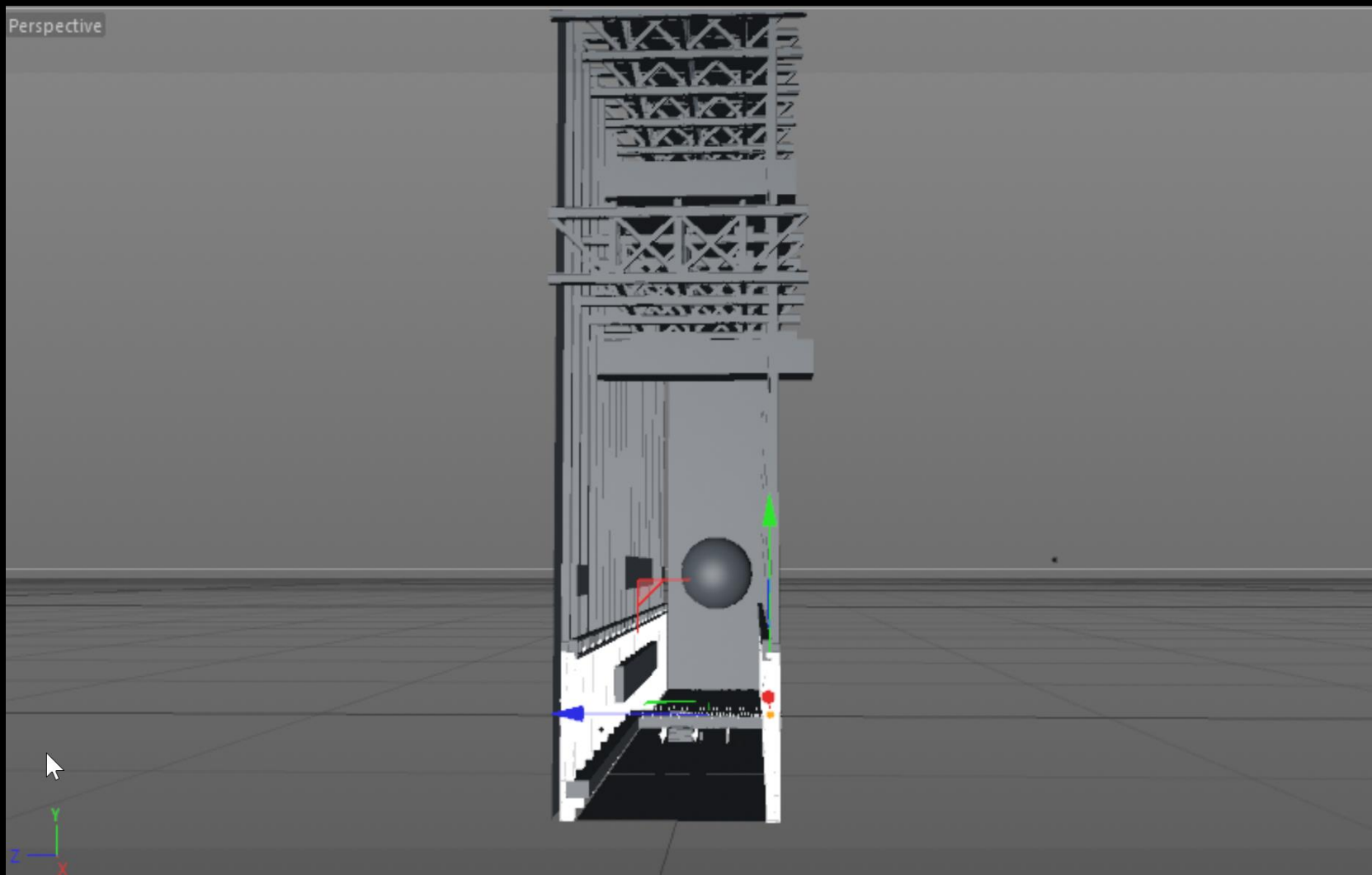
ARCHITECTURE

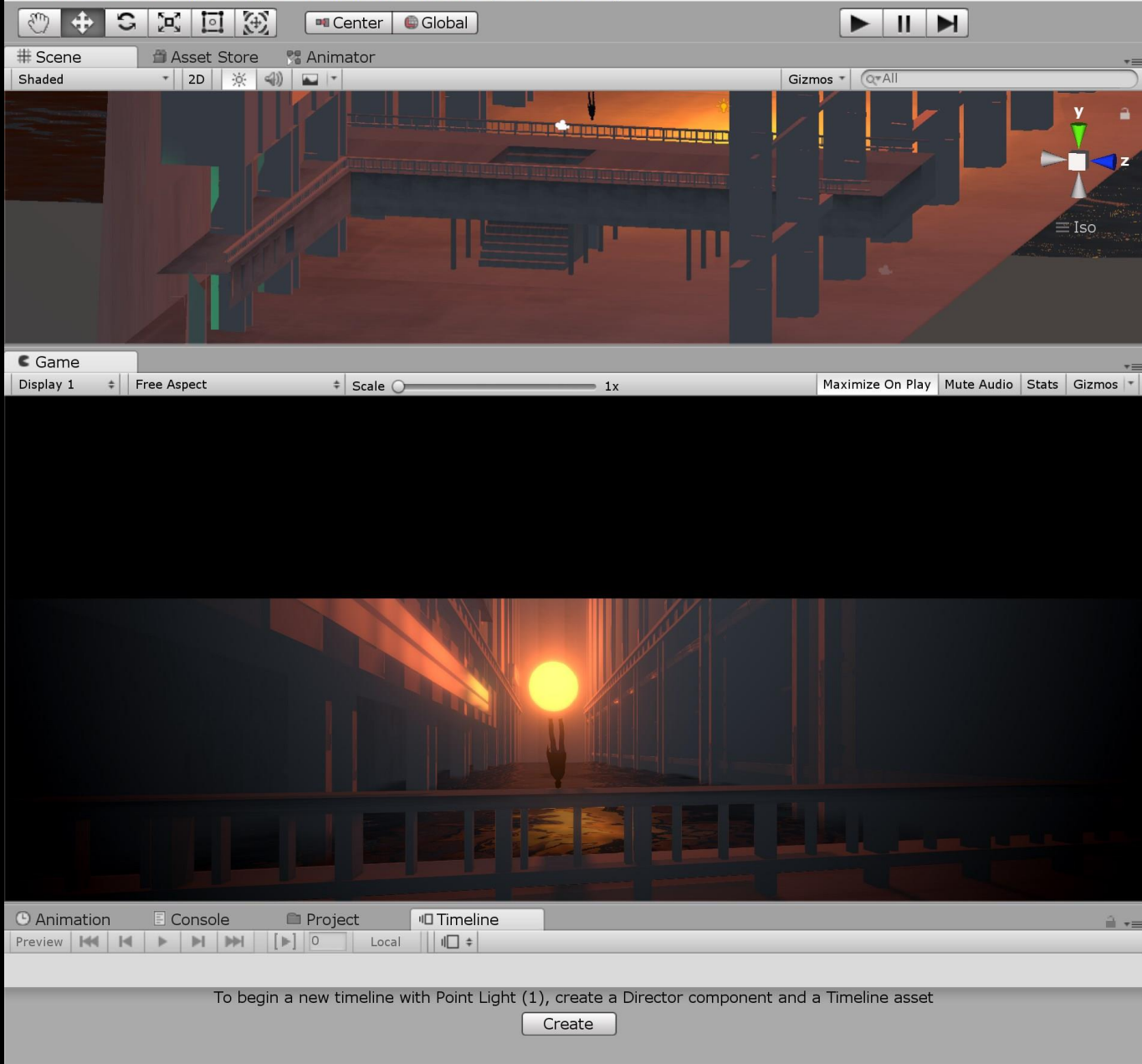
Space

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Animation/music video of the project: <https://youtu.be/rgSB0DqFsZU>

Metaphores
Visual representations
Abstract design





Video sur demande

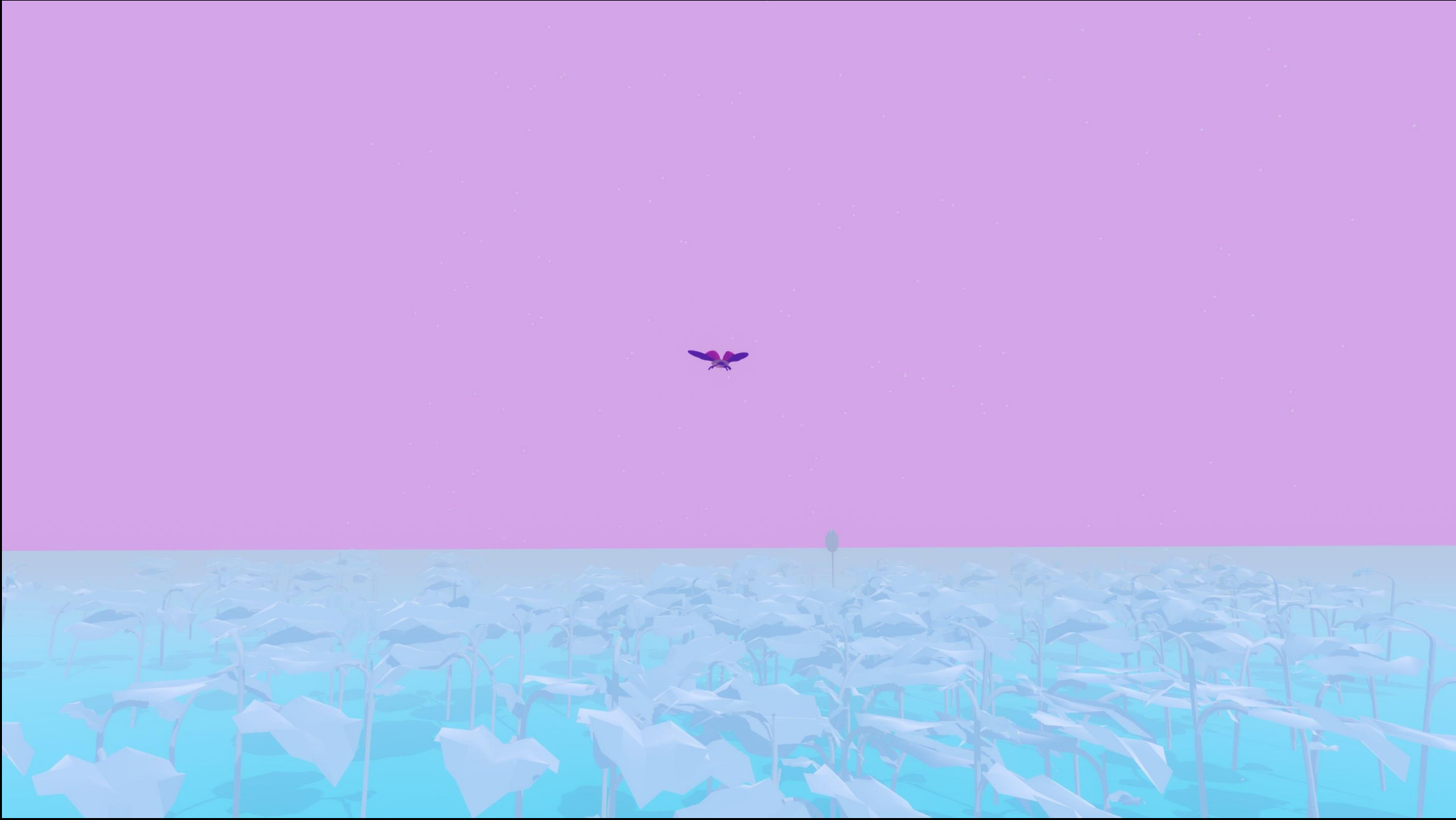
Game Design

Game Mechanics



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