

ELOÏSE GUR

NARRATIVE & GAME DESIGNER



STUDIES

NAD, UQAC Montréal (Canada)

DESS Narrative Design | 2021-2022

IIM, Institut Leonard de vinci Paris

Master Game Design | 2020-2023

E-Art Sup, Ionis Lyon

Bachelor Game & creative coding | 2018-2020

Bellecour École, Lyon

Bachelor Game Design in English | 2017-2018

Form2fab, Training

Rhino3D Work & project applied | 2025

SKILLS

Hard skills

- Game and narrative design
- · Level design and level building/art
- Documentation skill, clean, ergonomic and illustrated
- writing

Additional hard skills

- UX design, ergonomy et accessibility design
- Test QA
- · Notion of psychology and human science
- · Notion in graphism and concept art

Soft skills

- Capacity to have a good global vision, to identify and anticipate challenges
- · Use of logic and scientific methods
- Good emotional understanding and strong adaptability which enables good teamwork

Software

Language

- Office pack
 Unity
- · Adobe pack · Unreal
- Github
 Rhino3D
- French native
- English fluent

CONTACT:

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- · Linkedin: Eloise GUR
- Portfolio: eloisegur.squarespace.com

EXPERIENCES

Game & System designer

KALANK GAMES | 2023 to end 2024

- Game, System, and Narrative Designer for Smurfs VR, Moon Bowl, and other unannounced projects.
- Created design documentation and collaborated closely with the creative team, publisher, and partners.

Internship Narrative design and Writing

PERIPLES STUDIO | 2022 to 2023

- · Write and design the system of my own story
- Assist other writers in all their steps
- · Help to redesign the monetization system

Game designer and Narrative designer

SCLASH | 2019 to 2023

- Creation of game mechanics, lore, concept art, assets art and implementation in unity
- Collaboration with the Publisher and another studio for marketing on PC and console porting

Internship Level and Game design

NEOFID TECHNOLOGY | first half 2020

EVENTS & HOBBIES

- GGJ and other online game jams
- · Game camp, Addon, Gamescom pro
- StartUp weekend: Video game Lyon 2019
- Exhibitor to present games at Lyon e-sport, Indie game Lyon, Game summit, and several other events
- "Game master" for tabletop games, and creation of my own systems and adventures
- · Writing fiction in English mostly



