

# THOMAS TEPLY

GAME DESIGNER | [www.thomasteply.com](http://www.thomasteply.com)

## ABOUT ME

I design games of all shapes and sizes and communicate with my team to make sure we share the same vision. What I love most about designing games is giving ways to players to make their experience unique.

## CONTACT

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Open to mobility in France

## EXPERIENCE

### LEAD GAME DESIGNER | CELSIUS ONLINE | JAN 2022 - NOW

- Design team management (up to 3 other designers) on various projects, like **MasterChef: Learn to Cook!** (iOS/Mac/tvOS) and 2 other projects still TBA (console & PC). Organization of playtests, brainstorming, etc.
- Design of the Live Ops updates of **MasterChef: Learn to Cook!** (Apple Arcade) for 2+ years, including new content, events, and QOL improvements
- Conception of pitch decks & other client presentations for new games or updates
- Supervision of a prototype as Game Director

### GAME DESIGNER | VERTICAL | APRIL 2019 - DEC 2021

- Game concepts & pitch decks for B2B projects of all types (console, PC, mobile, serious games...)
- Design, balancing, narration, sound and other design tasks on multiple released projects: **MasterChef: Let's Cook!** (iOS/Mac/tvOS), **World of Bridge** (PC), **NewsCraft** (PC), **The First Coin** (mobile)

### GAME DESIGNER & C# PROGRAMMER | REALITYZ STUDIOS | JULY 2018 - JAN 2019

- Design and development of multiple **VR** prototypes in association with a lead designer
- Main developer on **Beat Blocks VR** from the kickoff to the early access release on **Steam** and later updates

## EDUCATION

### GAME DESIGN BACHELOR | ARIES LYON | 2015-2018

- Studied Rational Game Design, Agile methodology, C#, conflict resolution, brainstorming practices...
- Development of various game projects, both in school and in game jams
- Game director of the end of studies project **Mother**, a colony management game

## SKILLS

- Rational Game Design
- Free-To-Play design
- French & English
- Benchmarks
- Sound Design
- Narration & Storytelling
- C#

## SOFTWARES

- Unity
- Google Suite (Docs, Sheets, Slides, Drawing)
- Atlassian Suite (Jira, Trello, Confluence)
- Merge Tools (Git/Sourcetree)
- Unreal Engine

## INTERESTS

- Sandbox & story generator games
- Procedural generation
- Board game design
- Music (DAWs, guitar, folk instruments)
- History