Profile.zip	Contact.com
Mélanie Campanella Junior Narrative, Go #Adaptable #Communicative #Perseveri Skills.png	
 Narrative Design Game Design UI/UX Design Q.A Testing 	Experiences.txt PARALLÈLES Assistant Game Designer (DREAMTRONIC) Try to solve a multitude of enigmas and mini-games in this new, inovative and fun treasure hunt.
Software.exe Suite Office - Figma Photoshop - Miro Illustrator - Maze Unity - Hack'n'Plan Renpy - Drive Languages.mp3 - C French French French English +++++ SNCF - Telesales Assistant July 2017 - August 2017 - Complaints Department June 2018 - August 2018	 Treasure hunt in augmented reality February 2021 - August 2021 MEMENTO MORI Narrative Designer, Game Designer & Lead Marketing (BELLECOUR) A gift to see the past, a lost lover and an enigmatic hostel. Can you solve the mystery of the Grand Palace Destiny? Narrative investigation and puzzle game in 3D September 2017 - May 2018 MALEM UX Designer, Game Designer & FXs Designer (THE BRIDCE) Experience mystic and authentic adventures each season by playing 3 animals with unique mecanics, in a soothing semi-fantastic universe. Free-to-play 2D side-scroller, contemplative and puzzle game April 2020 JELOLY UVUX Designer, Game Designer, Lead Artist (BELLECOUR) Play as a little invisible jelly lost in a candy factory and help her through a maze of levels! Puzzle game in 3D March 2017 - May 2017 UORKINC SIMULATOR Q.A. Tester, Game Designer & Lead Marketing (BELLECOUR) Ubrk hard and become the best employee or sabotage the work of your colleagues in order to get your way.
	Parodic simulation game in VR on HTC Vive November 2017 - January 2018
Hobbies.gif	Academic_Career.doc
Narrative, Visual Novel Action/Adventure, RPG Writing	Assistant Game Designer Internship - DREAMTRONIC February 2021 - August 2021 Training course UX - The Bridge Ecole Entreprises 2020 Bachelor Game Design - Bellecour Ecole 2015 - 2018
Alternative Fashion	TOEIC - Score 915 2018 Baccalauréat Littéraire, Spécialité Anglais 2014 - 2015