

# TATIANA VILELA

DOS SANTOS

## Playful experience designer

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### DESIGN

#### since march 2015 + Game director

*La Générale de Productions (AV Producer)*

Game direction of *Spoons*, a VR first person escape room in the surrealist world of french illustrator Nicolas Barrôme-Forgues

#### may/june 2015 + Playful experience designer

*Sésame | Ankama (Game developer)*

Design and prototyping of an immersive installation and a playful city tour for the exhibition on the actor Charles Denner

#### may/june 2017 + Playful experience designer

*MOMAEvent (Communication agency)*

Design and building of a playful installation for the fall/winter season of Citroën's showroom on the Champs-Élysées

#### jan./june 2015 + Playful experience designer

*Ville de Dreux (Regional council)*

Design and building of *jungle.in* a light playful installation jungle.in the Night of Arts in Roubaix, France

#### jan. 2016/june 2017 + Playful experience designer

*K. Danse (Dance company)*

Design, prototyping and building of *(in)tact*, a performative interactive digital immersive installation with two dancers

#### sept./june 2015 + UX designer / Project manager

*Institut Acte (Research center)*

Design and management of *Metabolism*, a web audit program analyzing creative process from a semiotic and pragmatic point of view

#### jan. 2016/may 2017 + Playful experience designer

*Underground Sugar (Theatre company)*

Design and prototyping of digital interactions in a digital art - theater adaptation of *L'Écume des Jours* (Mood Indigo) by Boris Vian

#### sept./june 2015 + UX designer / Project manager

*CNRS (Research center)*

Design and management of *esthEVO*, a citizen sciences web program evaluating aesthetic preferences among the world through genetic algorithms

#### sept./may 2017 + Playful experience designer

*MOMAEvent (Communication agency)*

Design and building of a playful installation for an escape game at the C42, Citroën's showroom on the Champs-Élysées

#### april/nov. 2014 + Game designer

*We Are Social (Communication agency)*

Design, documentation, playtest and balance of *V T-Break* a game installation for BNPParibas' Singapore WTA Finals.

#### oct./feb. 2017 + Game / UX designer

*We Are Social (Communication agency)*

Design, documentation, level design and playtest for virtual reality projects (Oculus Rift & HTC Vive), robots (TiKi) and social medias for Orange and AccorHotels

#### apr./sept. 2013 + Playful exp. designer / Prod. manager

*TIU (AV Producer)*

Design and documentation of an experimental playful web site, production et management of transmedia projects and events

#### may/april 2016 + Playful experience designer

*Sésame | Ankama (Game developer)*

Design and building of *Dead Pixels*, a playful installation for the festival Jouer Ensemble at the Kipstadium in Lille, France

#### june/sept. 2012 + Playful experience designer assistant

*Lardux Films | Arte (AV Producer)*

Design and documentation of the interactive part of *Hotel*, a transmedia project based on a machinima

#### june/dec. 2015 + Playful experience designer

*CRI (Research center)*

Design and building of a art/science playful installations, setup and scenography of the GameLab's exhibition at la Cité des Sciences in Paris, France

#### jan./oct. 2011 + Junior game designer

*Eastpad | Epic Games (Game developer)*

Design, documentation, mission design, level design and story boards for *Ereya* an Ipad adventure game

# TEACH & SHARE

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## Workshops

[MJC Caussimon / Collège Descartes](#)  
since october 2017 (Tremblay, France)  
Serie of art game workshops (middle-school)

## Workshops

[Citoyenneté Jeunesse / Collège Liberté](#)  
since september 2017 (Drancy, France)  
Serie of art game workshops (middle-school)

## Teaching

[Pôle Univ. Léonard de Vinci \(IIM / ESILV\)](#)  
since september 2015 (La Défense, France)  
UX design & Creative technology (Bachelor & Master)

## Teaching

[SupInfoGame - Rubika](#)  
since september 2015 (Valenciennes, France)  
Experimental UX & game design (Bachelor & Master)

## Talk

[Future of StoryTelling](#)  
october 2017 (New York, USA)  
«From installation art to virtual reality»

## Head of UX Design specialization

[Pôle Universitaire Léonard de Vinci \(IIM\)](#)  
june-september 2017 (La Défense, France)  
Interactivity & User experience design

## Talk

[Festival Européen du Film Fantastique](#)  
september 2017 (Strasbourg, France)  
«IN//OUT: interfaces & performance»

## Workshop

[Festival Européen du Film Fantastique](#)  
september 2017 (Strasbourg, France)  
«Alternative controllers»

## Workshop

[GLaSS](#)  
june 2017 (Paris, France)  
«Alternative controllers»

## Workshop

[Citoyenneté Jeunesse](#)  
december-january 2017 (Paris, France)  
Game design & expressivity (middle-school)

## Co-organisation

[Hits Playtime](#)  
dec. 2015 - june 2017 (Paris, France)  
Videogame design competition for young creators

## Talk

[Now Play This](#)  
april 2017 (London, England)  
«Game designers as fantasising gods»

## Workshop

[Le Cube](#)  
march 2017 (Issy-les-Moulineaux, France)  
«Jeux artistiques des contrôleurs alternatifs»

## Workshop

[Citoyenneté Jeunesse](#)  
march 2017 (Paris, France)  
«Contrôleurs expressifs et engagés»

## Talk

[Random Bazar](#)  
december 2016 (Paris, France)  
«Media jam & political games»

## Mentoring

[Atelier créatif \(ADAMI\)](#)  
november 2016 (Paris, France)  
«Live contact / Sur le corps»

## Round table

[Indie Game Contest](#)  
september 2016 (Strasbourg, France)  
«Détournements artistiques du jeu vidéo»

## Talk

[A MAZE. Pop Up](#)  
september 2016 (Abu Dhabi, UAE)  
«Playful installations : Designing beyond partitions»

## Workshop

[GLaSS](#)  
june 2016 (Paris, France)  
«Alternative controllers»

## Talk

[Nordic Game Conference](#)  
may 2016 (Malmö, Suède)  
«Playful installations design»

## Workshop

[Creative Coast](#)  
may 2016 (Karlshamn, Sweden)  
«Quick custom controllers»

## Mentoring

[Atelier créatif \(ADAMI\)](#)  
may 2016 (Lyon, France)  
«Live Contact / Sur le corps»

## Workshop

[The Art of Play](#)  
april 2016 (Amsterdam, Netherlands)  
«From choreography to game system»

## Mentoring

[Atelier créatif \(ADAMI\)](#)  
march 2016 (Paris, France)  
«Culture Experience Days»

## Talk

[École Normale Supérieure](#)  
december 2015 (Paris, France)  
«Par-delà la manette et l'écran»

## Mentoring

[Atelier créatif \(ADAMI\)](#)  
december 2015 (Paris, France)  
«Les objets partent en live»

## Mentoring

[Gamelier \(CRI\)](#)  
december 2015 (Paris, France)  
«Live Escape Jam»

## Teaching

[E-ArtSup / Epitech](#)  
january - december 2015 (Paris, France)  
«Game design & video mapping interactif» (Bachelor)

## Talk

[EIGD](#)  
october 2015 (Montreuil, France)  
«Playful instal. : beyond traditionnal distrib. channels»

## Workshop

[Clujotronic](#)  
september 2015 (Cluj-Napoca, Romania)  
«Alternative controllers»

## Workshop

[The House of Indie](#)  
september 2015 (Antwerp, Belgium)  
«Quick custom controllers»

## Talk

[Hits Playtime IRL \(Gaîté Lyrique\)](#)  
june 2015 (Paris, France)  
«Playful instal. : beyond traditionnal distrib. channels»

## Teaching

[Université Paris 1 - Panthéon-Sorbonne](#)  
january - june 2015 (Paris, France)  
Game design & Creative technology (Master)

## Talk

[A MAZE. / Berlin](#)  
april 2015 (Berlin, Germany)  
«Short praise of playful performances»

## Round table

[Gamelier \(CRI\)](#)  
march 2015 (Paris, France)  
«Twitch plays Pokemon?»

## Round table

[EIGD](#)  
november 2014 (Montreuil, France)  
«Press, jams, events... what about promotion?»

## Talk

[A MAZE. / Johannesburg](#)  
september 2014 (Johannesburg, South Africa)  
«Dedicated controllers and rendering devices design»

## Talk

[A MAZE. / Berlin](#)  
april 2014 (Berlin, Germany)  
«Sensation, an inner playground»

## Teaching

[Université Montpellier 3 - Paul Valéry](#)  
december 2013 (Montpellier, France)  
Anglo-Saxon Ludology (Master)

## Video game critics

[Game Side Story](#)  
jan. 2012 - sept. 2013 (Paris, France)  
Independant videogame critics

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## EDUCATION

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- 2014 + **Master** - Multimédia Interactif  
Design, Media, Technologies  
[Université Paris 1 - Panthéon-Sorbonne](#)
- 2013 + **Master** - Pratiq. plastiques contempor.  
Plastic Arts  
[Université Montpellier 3 - Paul Valéry](#)
- 2012 + **Licence** - Conception vidéoludique  
Plastic Arts  
[Université Montpellier 3 - Paul Valéry](#)
- 2009 + **Bachelor** - Game Design  
Digital design  
[ICAN](#)

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## AWARDS

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- 2016 + **Golden Cookie**  
[Cookie Demo Party](#)
- 2014 + **Originality award**  
[EIGD](#)
- 2014 **Nomin. for innovation award**  
[EIGD](#)
- 2014 **Double Maker of Merit**  
[MakerFaire](#)
- 2013 + **CONNEXT Award**  
[M2F Créations](#)
- 2011 + **Nomin. for Hits Playtime award**  
[Le Monde](#)

# EXHIBITS

## 2017 + Future of StoryTelling

**Snug Harbor**  
(New York, USA)

### We Throw Switches

**Arcadia**  
(Dundee, Scotland)

### We Throw Switches

**Victoria and Albert Museum**  
(London, England)

### Solo exhibition

**Shadok**  
(Strasbourg, France)

### Future Play

**Assembly Room**  
(Edinburgh, Scotland)

### We Throw Switches

**Custom Lane**  
(Edinburgh, Scotland)

### Black Box

**Le Cube**  
(Paris, France)

### BETAPublic: Hotbed edition

**Camden People's Theatre**  
(London, England)

### Games Are For Everyone

**The Caves**  
(Edinburgh, Scotland)

### Now Play This

**Somerset House**  
(London, England)

### Yoyo

**Palais de Tokyo**  
(Paris, France)

## 2016 + Random Bazar

**Cité des Sciences et de l'Industrie**  
(Paris, France)

### A MAZE. Pop Up

**District ME**  
(Abu Dhabi, UAE)

### Horizons Numériques

**Abbaye de l'Escaladieu**  
(Bonnemazon, France)

### Protoplay

**Caird Hall**  
(Dundee, Scotland)

### Awkward Arcade

**Art Council**  
(Manchester, England)

### MAKE STUFF

**Digital Laboratory**  
(Rochdale, England)

### Take the Blows

**Pete the Monkey**  
(Saint-Aubin-sur-Mer, France)

### Warp Festival

**The Whitworth**  
(Manchester, England)

### Peut Être Festival

**Jardin d'Alice**  
(Montreuil, France)

## Test Card

**Texture // MCR**  
(Manchester, England)

### Jouer Ensemble

**Kipstadium**  
(Lille, France)

### Ludipunk Fest

**Jardin d'Alice**  
(Montreuil, France)

### Demo Night #3

**CRI**  
(Paris, France)

### Culture Experience Days

**Quartier Général**  
(Paris, France)

### Permanent acquisition

**Game Science Center**  
(Berlin, Germany)

### Chroma Key

**Gossima**  
(Paris, France)

### GIF Jam

**La Briche Foraine**  
(Saint-Denis, France)

## 2015 + Jeux / Art / French Tech

**Espace Croix-Baragnon**  
(Toulouse, France)

### Clujotronic

**Piata Ștefan cel Mare**  
(Cluj-Napoca, Romania)

### Take the Blows

**Badaboum**  
(Paris, France)

### Geekopolis

**Parc des Expositions**  
(Paris, France)

### La Nuit des Arts

**La Plaine Image**  
(Roubaix, France)

### Futur en Seine

**Gaïté Lyrique**  
(Paris, France)

### Random Bazar

**CRI**  
(Paris, France)

### Maker Faire

**Parc des Expositions**  
(Paris, France)

### A MAZE.

**Urban Spree**  
(Berlin, Germany)

### Take the Blows

**Batofar**  
(Paris, France)

### Homo Numericus Ludens

**Cité des Sciences et de l'Industrie**  
(Paris, France)

## 2014 + EIGD

**La Générale**  
(Montreuil, France)

## Zoo Machines

**Museum d'Histoire Naturelle**  
(Lille, France)

### WTA Finals

**Singapore Indoor Stadium**  
(Singapore, Republic of Singapore)

### A MAZE.

**iClub**  
(Johannesburg, South Africa)

### Playful Arts Festival

**Willem II Factory**  
(s-Hertogenbosch, Netherlands)

### Maker Faire

**104**  
(Paris, France)

### w00t

**Axel Møller Have**  
(Copenhagen, Denmark)

## 2013 + PrintScreen

**Mediateque Holon**  
(Tel-Aviv, Israel)

### A MAZE.

**Urban Spree**  
(Berlin, Germany)

### Zoo Machines

**L'Hybride**  
(Lille, France)

### Gamerz

**Patio du Bois de l'Aune**  
(Aix-en-Provence, France)

### Retro (No) Future

**Visage du Monde**  
(Cergy, France)

### NotGames Fest

**Köln Game Lab**  
(Cologne, Germany)

### Geekopolis

**Palais des Congrès Paris-Est**  
(Montreuil, France)

## ART RESIDENCIES

### FEFFS

**Shadok**  
Strasbourg, France (september 2017)

### Black Box

**Le Cube**  
Issy, France (may 2017)

### Théâtre de Boussy

**Théâtre Gérard Philippe**  
Boussy, France (december 2016 - march 2017)

### Draft

**ADAMI**  
Paris, France (june - december 2016)

### GameLab

**Centre de Recherches Interdisciplinaires**  
Paris, France (november 2015 - october 2016)

### The Brain

**Polnisches Institut Berlin**  
Berlin, Germany (march - april 2015)

### CONNEXT

**CIANT**  
Prague, Czech republic (dec. - january 2013)