

Taïs PRIÉ Game Designer

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📍 Paris

🔗 Portfolio

🌐 Taïs PRIÉ

PROFILE

Game Designer with experience on both AAA and mobile productions. Skilled in 3C design, documentation, and proficient with Unity and Unreal Engine. Strong ability to communicate with teams and understand the challenges of each project.

SKILLS

Game Design

- Adobe Suite, Microsoft Suite
- Unity, Unreal 4
- JIRA, Confluence, ClickUp, Notion

Softskills

- Autonomous
- Communication
- Adaptability

PROFESSIONAL EXPERIENCE

Game Designer: Stranded Island (5M+ hit) and more, *Ethereal Games*

09/2023 – 08/2024

Paris, France

- Created/reworked systems.
- Designed features and maps according to the target audience.
- Developed concepts and prototypes for the publisher (HOMA).

QA tester: Marvel Avengers & Oblivion Remastered, *Virtuos France*

08/2022 – 07/2023

Paris, France

- Reported/Managed/Regressed bugs on JIRA.
- Daily/spontaneous/tools tests.
- Realised internal documentation for QA team/references.

PROJECTS

Game Designer, *Sheepfold (Nintendo Switch) - CO-OP ADVENTURE*

09/2023 – 06/2024

- Developed a cooperative game concept for Nintendo Switch.
- Created an asymmetrical adventure gameplay for two players.
- Produced scripts adapted to short cutscenes.
- Adapted the user experience to suit the target audience.

(Lead) Narrative Designer, *Merci, Madame Irma ! (PC) - NARRATIVE TALE*

01/2022 – 02/2022

- Managed a workflow adapted to a Game Designer/Artist team.
- Designed a unique universe and a comic script.
- Used production tools (Unity, Dialogue system).

Game/Level Designer, *AutomatHack (PC) - ACTION 2.5D*

03/2021 – 04/2021

- Designed a 2.5D level adapted to the proposed theme.
- Balanced levels and assured quality assurance tests.
- Used production tools (Unity, ProBuilder).

EDUCATION

Research Student, *Tokyo University of Technologies*

10/2024 – 10/2025

Master's degree Lead Game Designer, *Isart Digital Paris, School of Video Games & 3D Film.*

2020 – 2024

Bachelor's Degree in Foreign Languages, Literatures, and Civilizations, *University of Paris.*

2019 – 2020

LANGUAGES

French — Native | **English** — Professional proficiency (B2 - 945 TOEIC) | **Japanese** — Elementary

INTERESTS

World Culture (travels) | Music (live concerts, practicing) | Equine World (practicing)