

Non-contratual photo



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François PROVANSAL

Veteran video game developer

20 years of experience, almost 100 video games made

SERIOUS GAME Expert

graduated in Gamification from Wharton University (Pennsylvania)

Former teacher

Game Design, Level Design, UX Design, Narrative Design

University Paul Sabatier (Toulouse)

e-artsup school (Toulouse) and Studio M school (Toulouse)

Creative - Innovative - Passionate - Always learning - Easy contact - English level C1

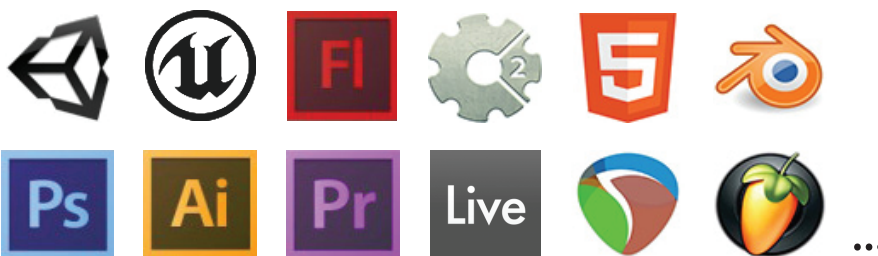
TEACHING

- 2019-2024 **Educational manager** of the Game section of **Studio-M** Toulouse
Teacher of game design, level design, UX design, narrative design and production management
- 2018-2024 Teacher at the school **e-artsup** (Toulouse) de game design, level design, UX design, system design and production management
- 2017-2022 Teacher at **University Paul Sabatier** (Toulouse)

COMPETENCES

Project Manager	Game Design	Level Design
Programming	UX Design	Narrative Design
Graphism	3D modeling	Motion Design
Teaching	Training	Speaker

KNOWLEDGE



EXPERIENCES

Serious Game, educational games, therapeutic games, branded games, Gamification...

Web Game, Mobile Game, Casual Game, Social Game, Portal Game, Free2Play, 2D, 3D, VR, Steam, Google Play

CHU Larrey (Toulouse), e-artsup, AJK, Proludic, ENAC, Ed Dupuis, Mediastay, Aesia, GratKado, Nohuman-studio, Jevida, TF1, Ja Games, Tech'n'Smile...



PORTFOLIO
www.lotusgame.com/portfolio/