Loïc da Silva

Narrative Designer   Game Designer

From design to integration, I work on narration and gameplay so that one can reinforce the other.

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Skills

- Scriptwriting, worldbuilding
- Writing (French & English)
- Documentation, prototyping
- Integration, cutscenes
- Level Design, Puzzle Design
- Team management and planning
- Organization of meetings
- Languages: French, English, Portuguese

Tools

- Unreal Engine, Unity, Storyline 360
- Word, Powerpoint, Notion, ClickUp
- Google Drive, Github, Perforce
- DaVinci Resolve, Audacity
- Photoshop, Miro

Education

- 2023: Digital learning
Evocime, 849 points on the Voltaire Certificate
- 2019 - 2021: Game Design (MA)
Cnam-Enjmin
- 2018 - 2019: Level Design
Gamagora
- 2015 - 2018: English (BA)
Université Paris-Est Marne-la-Vallée

Video game content creator
SAVESTATE

11/2025 - XX/20XX

- Writing of articles and game reviews
- Formatting articles according to the template of the site
- Participation in the weekly podcast on Twitch
- Active presence on the Discord server

Narrative Designer & co-creator
Unfold

02/2025 - XX/20XX

- Development of a commercial indie game
- Design of narrative systems integrated into gameplay
- Worldbuilding, character and dialogue writing
- **Supported by the CNC (National Centre for Cinema)**

E-learning integrator
AEROCAMPUS AQUITAINE

07/2023 - 12/2024

- Integration of courses on the Scenari database
- Translation of modules from French to English
- Development of interactive projects on Storyline 360
- Formatting of pedagogical documents

Game & Level Designer
UMANIMATION

10/2021 - 01/2022

- Design and iteration of game mechanics for *Dordogne*
- Design and iteration of in-game levels, walkthroughs
- Updating the documentation
- Main interlocutor with teams working in-office

Narrative Designer
SAVOYE

09/2018 - 01/2019

- Design of the narrative system of a serious escape game
- Writing, Puzzle Design linked to narration
- Adjusting the project to the client's needs
- Management of the Narrative Design team