

# TATIANA VILELA DOS SANTOS

Game designer / Digital artist

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## DESIGN

since january 2013 + Digital artist / game designer

*Independant (Self-employed)*

Design, development and production of interactive art installations (full list available on [mechbird.fr](http://mechbird.fr))

since march 2015 + Game director

*La Générale de Production (AV Producer)*

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

feb./march 2018 + Game designer

*We Are Social | Renault (Com. agency)*

Design, documentation and narration of an Augmented Reality Game for the launch of Renault's new car EZ-GO

may/june 2017 + Playful experience designer

*MOMAEvent | Citroën (Com. agency)*

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

jan.'16/june'17 + Playful experience designer

*K. Danse (Dance company)*

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

jan.'16/may'17 + 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./may 2017 + Playful experience designer

*MOMAEvent | Citroën (Com. agency)*

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

jan./feb. 2017 + Game / UX designer

*We Are Social | AccorHotels (Com. agency)*

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

oct./dec. 2016 + Game / UX designer

*We Are Social | Orange (Com. agency)*

Design, documentation, level design & playtest for the humanoid robot TiKi setup in Orange's shops across France

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/dec. 2015 + Playful experience designer

*CRI (Research center)*

Design & building of an art/science game installations, setup & scenography of the GameLab's exhibition at the Cité des Sciences

may/june 2015 + Playful experience designer

*Sésame | Ankama (Game developer)*

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

jan./june 2015 + Playful experience designer

*Ville de Dreux (Regional council)*

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

sept./june 2015 + UX designer / Project manager

*Institut Acte (Research center)*

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

sept./june 2015 + UX designer / Project manager

*CNRS (Research center)*

Design & management of *esthEVO*, a citizen sciences program evaluating aesthetical preferences through genetic algorithms

april/nov. 2014 + Game designer

*We Are Social | BNPParisbas (Com. agency)*

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

sept.'13/oct.'14 + Game designer & facilitator

*Qui veut pister (Hunt game developer)*

Documentation, mission design, and hosting hunt games about historical events in Paris

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

june/sept. 2012 + Game designer assistant

*Lardux Films | Arte (AV Producer)*

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

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 on Unreal Engine 3

# TEACH & SHARE

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## Workshops

[MJC Caussimon / Collège Descartes](#)

since october 2017 (Tremblay, France)  
Serie of art game workshops (middle-school)

## Teaching

[Pôle Universitaire Léonard de Vinci \(IIM/ESILV\)](#)

since september 2015 (La Défense, France)  
UX design & Creative tech. (Bachelor & Master)

## Teaching

[Rubika \(SupInfoGame/SupInfoCom/ISD\)](#)

since september 2015 (Valenciennes, France)  
UX & game design (Bachelor & Master)

## Workshop

[Stereolux](#)

may 2018 (Nantes France)  
«Alternative controllers»

## Round Table

[Freeplay](#)

may 2018 (Melbourne, Australia)  
Alternative Controllers

## Workshops

[Collège Pablo Neruda](#)

april 2018 (Stains, France)  
Serie of art game workshops (middle-school)

## Mentoring

[Atelier créatif \(ADAMI\)](#)

april 2018 (Carrières-sous-Poissy France)  
«Culture Experience Days»

## Round Table

[Stereolux](#)

march 2018 (Nantes France)  
«Jeu vidéo et art numérique : hybridations ?»

## Talk

[Game Developer Conference](#)

march 2018 (San Francisco, USA)  
«Game design beyond screens and joysticks»

## Workshops

[Citoyenneté Jeunesse / Collège Liberté](#)

sept.2017 - march 2018 (Drancy, France)  
Serie of art game workshops (middle-school)

## Workshop

[NetInfo](#)

february 2018 (Tunis, Tunisia)  
«Alternative controllers»

## Mentoring

[Atelier créatif \(ADAMI\)](#)

november 2017 (Paris, France)  
«Culture Experience Days»

## 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-organization

[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»

## 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

# EXHIBITS

## 2018 + A MAZE.

[Urban Spree](#)  
(Berlin, Germany)

### Festival Mediapart

[104](#)  
(Paris, France)

### Game in progress

[Cité des Sciences et de l'Industrie](#)  
(Paris, France)

### 寝ゲーム

[DALL](#)  
(Tunis Tunisia)

### Solo exhibit

[Puzzle](#)  
(Thionville, France)

## 2017 + Paradigm EA Festival

[The Biscuit Factory](#)  
(Edinburgh, Scotland)

### Future of StoryTelling

[Snug Harbor](#)  
(New York, USA)

### We Throw Switches

[Arcadia](#)  
(Dundee, Scotland)

### We Throw Switches

[Victoria and Albert Museum](#)  
(London, England)

### Solo exhibit

[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)

### Random Bazar

[Cité des Sciences et de l'Industrie](#)  
(Paris, France)

## 2016 + 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)

## Jeux / Art / French Tech

[Espace Croix-Baragnon](#)  
(Toulouse, France)

## 2015 + 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

[Gaîté 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)

## Capitaine Futur

[Gaîté Lyrique](#)  
(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)

## ARTISTIC RESIDENCIES

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### DALL

[NetInfo](#)

Tunis, Tunisia (february 2018)

### IN.PLAY//OUT.PLAY

[Puzzle](#)

Thionville, France (november 2017)

### 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)

## EDUCATION

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- 2014 + **Master** - Multimédia Interactif  
| Design, Media, Technologies  
| [Université Paris 1 - Panthéon-Sorbonne](#)
- 2013 + **Master** - Pratiques plastiques contemporaines  
| Plastic Arts  
| [Université Montpellier 3 - Paul Valéry](#)
- 2012 + **Licence** - Conception d'univers vidéoludiques  
| Plastic Arts  
| [Université Montpellier 3 - Paul Valéry](#)
- 2009 + **Bachelor** - Game Design  
| Digital design  
| [iCAN](#)

## AWARDS

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- 2018 + **Honorable Mention**  
| [A MAZE. Festival](#)
- 2016 + **Golden Cookie**  
| [Cookie Demo Party](#)
- 2014 + **Originality award**  
| [EIGD](#)  
  
| **Nomination for innovation award**  
| [EIGD](#)  
  
| **Double Maker of Merit**  
| [MakerFaire](#)
- 2013 + **CONNEXT Award**  
| [M2F Créations](#)
- 2011 + **Nomination for Hits Playtime award**  
| [Le Monde](#)

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DOS SANTOS

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