

TATIANA VILELA

DOS SANTOS

Game designer / Interactive artist

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DESIGN PROJECTS

- since January 2013 + **Interactive artist / game designer**
Independent (Self-employed)
Design, development and production of interactive art installations (full list available on mechbird.fr)
- March/July 2019 + **Interactive artist / game designer**
CEA Paris-Saclay (Research center)
Design, development and production of an interactive art installation about astrophysics
- February/May 2019 + **Interactive artist / game designer**
Mamatus (Art collective)
Design, development and production of an interactive videomapping art installation in collaboration with the collective Mamatus
- March '15/April '18 + **Game director**
La Générale de Production (AV Producer)
Game direction of *Spoons*, a VR first person escape room set 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 + **Game 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 + **Interactive artist**
K. Danse (Dance company)
Design, prototyping and building of *(in)tact*, an interactive installation & a performance with lights, sound & two dancers.
- Jan.'16/May'17 + **Interactive artist**
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 + **Game 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 + **Game 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 + **Interactive artist / game 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 + **Interactive artist / game designer**
Sésame | Ankama (Game developer)
Design and building of *jungle.in* a light playful installation jungle.in the Night of Arts in Roubaix, France
- Jan./June 2015 + **Interactive artist / game 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 | BNP Parisbas (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 + **UX 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 Eryea an Ipad adventure game on Unreal Engine 3

TEACH & SHARE

Talks / Lectures

IULM

June 2019 (Milan, Italy)
«Game design beyond screens and joysticks»

GROW

November 2018 (Paris, France)
«The dev.olution of MechBird»

IndieCade

October 2018 (Paris, France)
«The dev.olution of MechBird»

Game Developer Conference

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

Future of StoryTelling

October 2017 (New York, USA)
«From installation art to virtual reality»

Festival Européen du Film Fantastique

September 2017 (Strasbourg, France)
«IN//OUT: interfaces & performance»

Now Play This

April 2017 (London, England)
«Game designers as fantasising gods»

Random Bazar

December 2016 (Paris, France)
«Media jam & political games»

A MAZE. Pop Up

September 2016 (Abu Dhabi, UAE)
«Playful instal.: Design beyond partitions»

Nordic Game Conference

May 2016 (Malmö, Suède)
«Playful installations design»

École Normale Supérieure

December 2015 (Paris, France)
«Par-delà la manette et l'écran»

EIGD

October 2015 (Montreuil, France)
«Playful instal. : beyond traditionnal channels»

Hits Playtime IRL (Gaité Lyrique)

June 2015 (Paris, France)
«Playful instal. : beyond traditionnal channels»

A MAZE. / Berlin

April 2015 (Berlin, Germany)
«Short praise of playful performances»

A MAZE. / Johannesburg

September 2014 (Johannesburg, South Africa)
«Dedicated controllers & rendering devices»

A MAZE. / Berlin

April 2014 (Berlin, Germany)
«Sensation, an inner playground»

Round Tables / Juries

Rubika India

July 2019 (Pune, India)
Jury for the final year students' projects at Rubika

Le Cube

April 2019 (Issy-les-Moulineaux, France)
Panel: «Contrôleurs alternatifs»

Freeplay

May 2018 (Melbourne, Australia)
Panel: «ALT / DIY Controls»

Stereolux

March 2018 (Nantes, France)
Panel: «Video games & digital arts : hybridizations?»

Hits Playtime

June 2016 (Paris, France)
Jury for the indie game competition Hits Playtime

Indie Game Contest

September 2016 (Strasbourg, France)
Panel: «Détournements artistiques du jeu vidéo»

Center for Research and Interdisciplinarity

March 2015 (Paris, France)
Panel: «Twitch plays Pokemon?»

EIGD

November 2014 (Montreuil, France)
Panel: «Press, jam, event... what about promotion?»

Teaching

Rubika (Supinfogame/Supinfocom/ISD)

since September 2015 (Valenciennes, France)
UX & Game design (Bachelor & Master)

Pôle Universitaire Léonard de Vinci (IIM/ESILV)

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

Lycée Jacques Prévert

Since March 2019 (Boulogne-Billancourt, France)
Game design (BTEC HND)

Collège Jacqueline De Romilly

Since September 2019 (Blanc-Mesnil, France)
Series of art game workshops (Middle school)

ESME Sudria

July 2019 (Paris, France)
Game design & robotics (Bachelor)

Rubika India

June - July 2019 (Pune, India)
UX/Game design & Interactive storytelling (Bachelor)

Sciences Po

August 2018 - June 2019 (Paris, France)
Digital culture, Processing & software dev. (Bachelor)

Collège Pierre de Ronsard

October 2018 - June 2019 (Tremblay, France)
Series of art game workshops (Middle school)

Collège Liberté

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

Collège Pablo Neruda

May 2018 - March 2019 (Stains, France)
Series of art game workshops (Middle school)

Collège René Descartes

October 2017 - June 2018 (Tremblay, France)
Series of art game workshops (Middle school)

Pôle Universitaire Léonard de Vinci (IIM/ESILV)

September 2015-Sept. 2017 (La Défense, France)
Photoshop/Illustrator/Processing (Bachelor)

Rubika (SupInfoGame)

September 2015-Sept. 2017 (Valenciennes, France)
Photoshop/Illustrator/InDesign (Master)

E-ArtSup / Epitech

January - December 2015 (Paris, France)
Game design & interactive installations (Master)

Université Paris 1 - Panthéon-Sorbonne

January - June 2015 (Paris, France)
Game design & Creative technology (Master)

Université Montpellier 3 - Paul Valéry

December 2013 (Montpellier, France)
Game Studies (Master)

Mentoring / Coaching

Transversal projects (Rubika)

Since May 2018 (Valenciennes, France)
Projects for Renault, Ubisoft, Logitech & General Electric

Weekend créatif (ADAMI)

March 2016 - November 2019 (Paris, France)
«Culture Experience Days»

Pôle Universitaire Léonard de Vinci (IIM/ESILV)

May 2019 (La Défense, France)
«Video game Hackathon»

Atelier créatif (ADAMI)

May - November 2016 (Paris, France)
«Live contact / Sur le corps»

Atelier créatif (ADAMI)

December 2015 (Paris, France)
«Les objets partent en live»

Center for Research and Interdisciplinarity

December 2015 (Paris, France)
«Live Escape Jam»

Hits Playtime

January-June 2015 (Paris, France)
Game design competition

Workshops / Masterclasses

Rubika India

June-July 2019 (Pune, India)
«Game design beyond screens & joysticks»

Le Cube

April 2019 (Issy-les-Moulineaux, France)
«Alternative controllers»

Center for Research and Interdisciplinarity

June 2018 (Paris, France)
«Alternative controllers»

Stereolux

May 2018 (Nantes France)
«Alternative controllers»

NetInfo

February 2018 (Tunis, Tunisia)
«Game design beyond screens & joysticks»

Festival Européen du Film Fantastique

September 2017 (Strasbourg, France)
«Alternative controllers»

Center for Research and Interdisciplinarity

June 2017 (Paris, France)
«Alternative controllers»

Le Cube

March 2017 (Issy-les-Moulineaux, France)
«Enjeux artistiques des contrôleurs alternatifs»

Citoyenneté Jeunesse

March 2017 (Paris, France)
«Contrôleurs expressifs et engagés»

Center for Research and Interdisciplinarity

June 2016 (Paris, France)
«Alternative controllers»

Creative Coast

May 2016 (Karlshamn, Sweden)
«Quick custom controllers»

The Art of Play

April 2016 (Amsterdam, Netherlands)
«From choreography to game system»

Clujotronic

September 2015 (Cluj-Napoca, Romania)
«Alternative controllers»

The House of Indie

September 2015 (Antwerp, Belgium)
«Quick custom controllers»

Miscellaneous

Gamasutra

since May 2018 (online)
Blog about video game art & installation

Dojo Manouchian/Karman, CMA Judo-Jujitsu

since July 2016 (Aubervilliers, France)
Volunteering

ADAMI

July 2018 - November 2019 (Paris, France)
Co-organization of the Culture Experience Days

Pôle Universitaire Léonard de Vinci (IIM)

June - September 2017 (La Défense, France)
Head of UX Design specialization

Hits Playtime

December 2015 - June 2017 (Paris, France)
Co-organization of a game design competition

Game Side Story

January 2012 - September 2013 (Paris, France)
Independent video game critics

EXHIBITS & PERFORMANCES

2019	<ul style="list-style-type: none">Cookie DemopartyLandy Sauvage (Saint-Denis, France)Videomapping FestivalOffice du tourisme (Béthune, France)A MAZE.SEZ (Berlin, Germany)Objet ludique/artistiqueLe Cube (Issy-les-Moulineaux, France)Bord'osmoseLa Guinguette Chez Alriq (Bordeaux, France)Plan B FestPlan B (Kharkiv, Ukraine)Game onLa Médiathèque (London, England)Cookie DemopartyFolie Numérique (Paris, France)PlaytopiaThe Castle (Cape town, South Africa)		<ul style="list-style-type: none">We Throw SwitchesCustom Lane (Edinburgh, Scotland)Black BoxLe Cube (Issy-les-Moulineaux, France)BETAPublic: Hotbed editionCamden People's Theatre (London, England)Games Are For EveryoneThe Caves (Edinburgh, Scotland)Now Play ThisSomerset House (London, England)YoyoPalais de Tokyo (Paris, France)Random BazarCité des Sciences et de l'Industrie (Paris, France)	<ul style="list-style-type: none">Take the BlowsBadaboum (Paris, France)GeekopolisParc des Expositions (Paris, France)La Nuit des ArtsLa Plaine Image (Roubaix, France)Futur en SeineGaîté Lyrique (Paris, France)Random BazarCRI (Paris, France)Maker FaireParc des Expositions (Paris, France)A MAZE.Urban Spree (Berlin, Germany)Take the BlowsBatofar (Paris, France)Capitaine FuturGaîté Lyrique (Paris, France)Homo Numericus LudensCité des Sciences et de l'Industrie (Paris, France)		
		2016	<ul style="list-style-type: none">A MAZE. Pop UpDistrict ME (Abu Dhabi, UAE)Horizons NumériquesAbbaye de l'Escaladieu (Bonnemazon, France)ProtoplayCaird Hall (Dundee, Scotland)Awkward ArcadeArt Council (Manchester, England)MAKE STUFFDigital Laboratory (Rochdale, England)Take the BlowsPete the Monkey (Saint-Aubin-sur-Mer, France)Warp FestivalThe Whitworth (Manchester, England)Peut Être FestivalJardin d'Alice (Montreuil, France)Test CardTexture // MCR (Manchester, England)Jouer EnsembleKipstadium (Lille, France)Ludipunk FestJardin d'Alice (Montreuil, France)Demo Night #3CRI (Paris, France)Culture Experience DaysQuartier Général (Paris, France)Permanent acquisitionGame Science Center (Berlin, Germany)Chroma KeyGossima (Paris, France)GIF JamLa Briche Foraine (Saint-Denis, France)Jeux / Art / French TechEspace Croix-Baragnon (Toulouse, France)	2014	<ul style="list-style-type: none">EIGDLa Générale (Montreuil, France)Zoo MachinesImaginarium (Roubaix, France)Zoo MachinesMuseum d'Histoire Naturelle (Lille, France)WTA FinalsSingapore Indoor Stadium (Singapore, Republic of Singapore)A MAZE.iClub (Johannesburg, South Africa)Playful Arts FestivalWillem II Factory ('s-Hertogenbosch, Netherlands)Maker Faire104 (Paris, France)w00tAxel Møller Have (Copenhagen, Denmark)	
2018	<ul style="list-style-type: none">UtopialesCité des Congrès (Nantes, France)MakerFaireCité des Sciences et de l'Industrie (Paris, France)PhotophoreEspace Caussimon (Tremblay, France)ClujotronicMuzeul de Artă (Cluj-Napoca, Romania)GIF JamFolie Numérique (Paris, France)A MAZE.Urban Spree (Berlin, Germany)Festival Mediapart104 (Paris, France)Game in progressCité des Sciences et de l'Industrie (Paris, France)寝ゲームDALL (Tunis Tunisia)Solo exhibitPuzzle (Thionville, France)				2013	<ul style="list-style-type: none">PrintScreenMediateque Holon (Tel-Aviv, Israel)A MAZE.Urban Spree (Berlin, Germany)Zoo MachinesL'Hybride (Lille, France)GamerzPatio du Bois de l'Aune (Aix-en-Provence, France)Retro (No) FutureVisage du Monde (Cergy, France)NotGames FestKöln Game Lab (Cologne, Germany)GeekopolisPalais des Congrès Paris-Est (Montreuil, France)
2017	<ul style="list-style-type: none">Paradigm EA FestivalThe Biscuit Factory (Edinburgh, Scotland)Future of StoryTellingSnug Harbor (New York, USA)We Throw SwitchesArcadia (Dundee, Scotland)We Throw SwitchesVictoria and Albert Museum (London, England)Solo exhibitShadok (Strasbourg, France)Future PlayAssembly Room (Edinburgh, Scotland)		2015	<ul style="list-style-type: none">ClujotronicPiața Ștefan cel Mare (Cluj-Napoca, Romania)		

ART RESIDENCIES

Art sonore / Art numérique

[Château Éphémère](#)

Carrières-ss-Poissy, France (Oct. 2019 - Sep. 2020)

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

- 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

- 2019 + **Laureate of the residency program**
[Château Ephémère](#)
- 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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