

TATIANA VILELA

DOS SANTOS

Game designer / Interactive artist

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DESIGN

since January 2013 + Interactive artist / game designer

Independent (Self-employed)

Design, development and production of interactive art installations (full list available on 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*, an interactive installation & a performance with lights, sound & 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 | 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 + 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

Talks

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 (Gaîté 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 / Jurys

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 member of an indie game competition

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

Science Po

since August 2018 (Paris, France)
Processing & software development (Bachelor)

Citoyenneté Jeunesse

since September 2017 (Drancy, France)
Serie of art game workshops (Middle school)

Espace Caussimon

since October 2017 (Tremblay, France)
Serie of art game workshops (Middle school)

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)

Collège Pablo Neruda

Since May 2018 (Stains, France)
Serie of art game workshops (Middle school)

NetInfo

February 2018 (Tunis, Tunisia)
UX & game design (Bachelor)

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)
Anglo-Saxon Ludology (Master)

Workshops

Center for Research and Interdisciplinarity

June 2018 (Paris, France)
«Alternative controllers»

Stereolux

May 2018 (Nantes France)
«Alternative controllers»

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»

Mentoring / Coaching

Transversal projects (Rubika)

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

Weekend créatif (ADAMI)

Since March 2016 (Paris, France)
«Culture Experience Days»

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

Miscellaneous

ADAMI

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

Gamasutra

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

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

2018 + Utopiales

Cité des Congrès
(Nantes, France)

MakerFaire

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

Photophore

Espace Caussimon
(Tremblay, France)

Clujotronic

Muzeul de Artă
(Cluj-Napoca, Romania)

GIF Jam

Folie Numérique
(Paris, France)

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)

2016 + A MAZE. Pop Up

Random Bazar

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

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

Imaginarium
(Roubaix, 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

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

- 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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