

# 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](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*, 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 Paribas (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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## 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 (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 / 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

### Sciences Po

since August 2018 (Paris, France)  
Digital culture, Processing & software dev. (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** **2015** + **Clujotronic**  
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** + **Random Bazar**  
Cité des Sciences et de l'Industrie  
(Paris, France)  
**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)
- 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

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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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