



Stampede: Racing Royale is a kart racing game with 60 players competing on the same track. In a nutshell, it's Mario Kart meeting Fall Guys.

I was leading the UI team as the associate UI director of the company.

■ UI Team size: 4-7 people

■ Game Engine: Unity

My Roles:

- Team Management
- UI Art Direction
- Ul Mockup
- UI Implementation

PROJECT: STAMPEDE



PROJECT: STAMPEDE

Not a mockup - Live version

PC STEAM - XBOX



PROJECT: STAMPEDE



PROJECT: STAMPEDE



PROJECT: STAMPEDE



Over 80+ screens designed for the game/app HARDCOURT published by DAPPER.

I was a Senior UX-UI designer at this time but created the UI art direction in collaboration with the art director. I worked on the UX as well.

Ul Team size: 3 people

Game Engine: Unity

My Roles:

- UI Art Direction
- Ul Mockups
- UX Wireframes & Flow

PROJECT: HARDCOURT

SUMO DIGITAL - DAPPER







SUMO DIGITAL - DAPPER

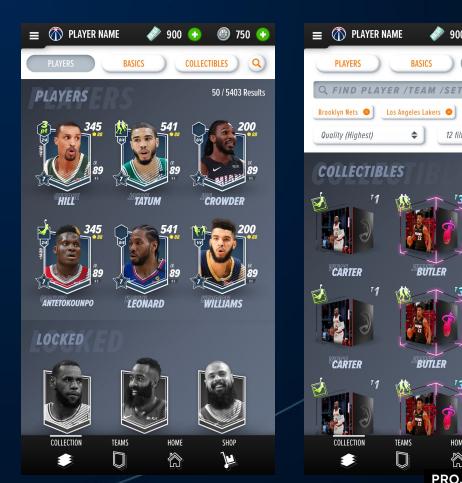


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BUTLER

TEAMS

Los Angeles Lakers 🔞

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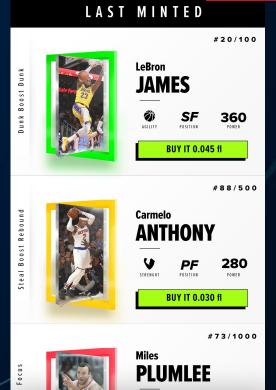


PROJECT: HARDCOURT

SUMO DIGITAL - DAPPER







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MORE

SUMO DIGITAL - DAPPER

MARKET

PLAY

COLLECTION







PROJECT: HARDCOURT

SUMO DIGITAL - DAPPER



Django was a F2P shoot'em up and the last game I worked on at int13, a company I co-founded.

It was around this time I realized I was doing more UX-UI than everything else on the project and started to define myself as an UI-UX designer.



PROJECT: DJANGO

INT13 - GGFACTOR







PROJECT: DJANGO

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PROJECT: DJANGO

INT13 - GGFACTOR

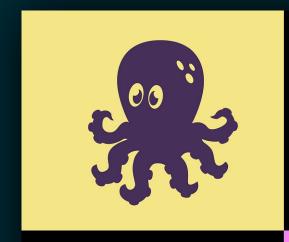






















MAGIC POCKETS - UBISOFT

NINTENDO SWITCH, PLAYSTATION 4, XBOX ONE



l'Endurance dépensée.





l'Endurance dépensée.















Aptitudes sont actives.







PROJECT: TENNIS WORLD TOUR

BREAKPOINT - BIG BEN

OLD DESIGN















NEW DESIGN















PROJECT: HAY DAY

OLD DESIGN





PROJECT: HAY DAY

SUPERCELL



A bunch of UI art tests I designed for several companies.

I thought these screens look nice enough to fit the portfolio and show I can be flexible with different art style and constraints.

Some were well received, some didn't meet the expectations, all were made with passion.





















LEADERBOARD

	781-	LILDONIID	
R	01	EMILIE	2,073
	02	STEPHANE	2,052
E	03	BRENDAN	2,047
1	04	PEDRO	2,020
	05	YOU	2,013
10.34	06	ESTELLE	2,005
	07	ANTOINE	1,997
	08	FRANCOIS	1,992
1	09	SARAH	1,983
16	10	XABI	1,975













and earn 2 Tapout Bucks!



ART TESTS





In the company I co-founded, my roles were very various.

Marketing, Communication, Sales, 2D, 3D Art, Game Design, Web development, Accounting.

But all the UI were made by myself with care and attention to details.







2013

PROJECT: ARDEFENDER 2

INT13 - BULKYPIX

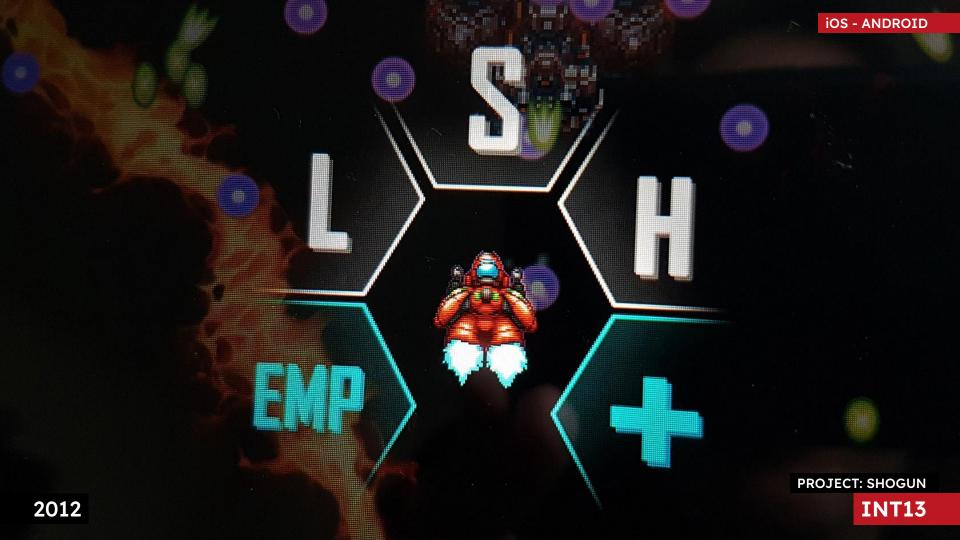


Rise Of The Renegade

PROJECT: SHOGUN

INT13









INT13 - SAMSUNG

