Lothario Areski

Game designer & Digital artist

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Experience

Present Cultural attache at the French Alliance Xalapa
I work with the cultural manager to create expositions and resiedencies promoting **French culture**, mainly in the domains of **videogames and digital culture.**

2016-17 Game designer at Darjeeling
Mechanics, narrative design, documentation and level design for **Homo Machina** a mobile puzzle game inspired of the German doctor **Fritz Kahn**.

2015-16 Junior game designer at Darjeeling
Polishing integration, difficulty and gameplay diversity for **Californium** a first person exploration game based on the life and work of Philip K. Dick.

2014-15 Intern game designer at Playtouch
Game concept propositions for clients, mechanics design, level design and integration of the games to mobile stores.

Personal projects

2018 - présent hors-affichage.
hors-affichage. Is a game installation that questions the way video games are traditionally displayed, challenging the spaces in which video games can be deployed.

2017- present Gaze
Gaze is sculpture game played with smartphones. The players have to photograph anamorphoses printed on the sculpture to get the highest score.

About me

I enjoy doing photography. I'm proud of my multicultural origins, it makes being a citizen of the world easier. "The Art of War" is my way of life and I consider myself a minimalist.

Education

KADK Copenhagen
2017–18 MA in Visual Game and Media Design
Urban games, game studies, entrepreneurship and final thesis project.

ICAN Paris
2016–17 Master in experimental game design
VR, AR, geolocation, hybrid games, innovation and custom controllers.

2013–16 Bachelor in game design
Game and level design, ergonomics, programming, 2D/3D software, sound design and project management.

Skills and software

Game Design
Spetialized in systemic game design
Mechanics and level design
Mastery in MDA, OCR and PNRC models.
First time user experience
Documentation and communication

Languages
English fluent (TOEFL 101 - TOEIC 975)
French second language (C2 level)
Spanish maternal language

Software
Unity 3D
Ardunio
Adobe Suite
Microsoft office or equivalent
Fmod
3ds Max