

# CELINE LAFOSSE

<https://celinelafosse218.wixsite.com/portfolio>

<https://bowdatious.itch.io/>

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## SUMMARY

My work combines gameplay and narrative design to investigate themes of horror; as well as explorations of points-of-view as narrative devices. I believe that a story is only half complete when told from the perspective of a single view; as one story can be told in at least two different ways, each with different morals, opinions, and information. Engaging with ideas of social fears expressed through tangible fears, the work I create starts a conversation about why certain fears arise. The horror elements I bring into my stories are rooted in real-world fears, whether through systems of power, social status, or expectations. The primary medium I work with is digital games, as I believe that games allow for a deeper connection between the story being told and the audience. My projects vary between studio environments, game labs, and personal publications.

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## EDUCATION

**University of California - Santa Cruz**, Santa Cruz, CA

**Bachelor of Arts**, Art & Design: Games + Playable Media

Expected 06/2024

- Dean's List **2022** and **2023**
- **4.0** GPA
- Department Officer for Games Design and Art Collaboration

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## ACHIEVEMENTS

- **Taco Cat**  
Multi-month-long project created in GDA's mock studio. Managed the writing department during the development of the game. Collaborated with a team of 68+ students.
- **Academical**  
Working with multiple Ph.D. students in the writers' room for their thesis. Creating an educational game about ethics in academics. Using experimental AI to enhance branching narratives.
- **CMPM 110**  
Working with Professor Noah Wardrip-Fruin to create the class "Writing for Games Technologies." Focuses on teaching students how to write narratives for games.
- **Silent Numbers**  
85,000+ word trilogy independently online published series.

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## SKILLS

### Adobe Products:

After Effects  
Photoshop  
Animate  
Primer Pro  
Substance Painter

### Other Software:

Unity  
Blender  
Autodesk Maya  
Twine  
Ink

### Additional Skills:

Narrative Design  
2D Design  
Event Planning  
Meeting Planning  
Team Leadership

