# THOMAS TEPLY

**GAME DESIGNER | www.thomasteply.com**

## ABOUT ME

I design games of all shapes and sizes and ensure the entire team shares the same vision. What I love most about designing games is giving ways to players to make their experience unique.

## CONTACT

thomas.teply@orange.fr

+33 (0) 6 66 33 62 94

Lyon, France

## EXPERIENCE

### GAME DESIGNER | OH BIBI | MAY 2024 - NOW

- Hero & mission design, narration, PC/Switch port on ***BEAST*** (**Best Mobile Game** at the **2025 Pégases awards**)
- Main designer on ***FRAG*** (100M+ downloads on Android/iOS), designing characters, events and overhauling key retention & monetization features (Season Pass, Chest cycle, VIP subscription, etc)
- Main designer on ***Angry Birds Rush*** (Android/iOS), overseeing the metagame of a luck battle game
- Game Lead within the Lab, following 2 game prototypes simultanously from start to release

### LEAD GAME DESIGNER | CELSIUS ONLINE | JAN 2022 - MAY 2024

- Design team management (up to 3 other designers) on ***MasterChef: Learn to Cook!*** (iOS/Mac/tvOS) and 2 other projects (console & PC). Organization of playtests, brainstorms, etc.
- Design of the Live Ops updates of ***MasterChef: Learn to Cook!*** (Apple Arcade) for 2+ years
- Conception of pitch decks & other client presentations for new games & updates
- Supervision of a prototype as Game Director

### GAME DESIGNER | CELSIUS ONLINE| APRIL 2019 - DEC 2021

- Game concepts & pitch decks for B2B projects of all types (console, PC, mobile, serious games...)
- Design, balancing, narration, sound and other design tasks on multiple released projects: ***MasterChef: Let's Cook!*** (iOS/Mac/tvOS), *World of Bridge* (PC), *NewsCraft* (PC), *The First Coin* (mobile)

### GAME DESIGNER & PROGRAMMER | REALITYZ STUDIOS | JULY 2018 - JAN 2019

- Design and development of multiple **VR** prototypes in association with a lead designer
- Main developer on ***Beat Blocks VR*** from the kickoff to the **Steam** release & updates

## EDUCATION

### GAME DESIGN BACHELOR | ARIES LYON | 2015-2018

- Studied Rational Game Design, Agile methodology, C#, conflict resolution, brainstorming practices...
- Game director of the end of studies project *Mother*, a colony management game

## SKILLS

- **Rational Game Design**
- Free-To-Play design
- Narration & Storytelling
- French & English
- Benchmarks
- C#

## SOFTWARES

- **Unity**
- **Google Suite**
- **Figma**
- Amplitude
- Atlassian Suite
- Godot

## INTERESTS

- **Sandbox & story generator games**
- Procedural generation
- Board game design
- Music (DAW, guitar, bass)
- History