

Emilie BRESLAVETZ

Game Designer & Playful Artist



CONTACT & NETWORK



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ABOUT

I'm a French **game designer** and **playful artist** based in Paris. I make **alternative controllers**, **playful installations** and **experimental video games** which I call my « **Playful Machines** ». I program computer games for which I build physical and analog interfaces by mixing electronic components and crafting materials. I like to explore new ways to play, gather people and express oneself by hijacking game mechanics or working on meaningful game design between physical and virtual media. I work as a solo artist as much as with teammates, especially I co-created the [incon-trolab](#) collective with developer and technical artist [Leon Denise](#). I also revolve within the [Cookie Collective](#) and the association [CTRL+ALT BAGUETTE](#).



EXPERIENCE



2021 - today

Creative Technologist & Game Designer

Freelance, Île-de-France, FRANCE

Formation, mentorships, workshops, etc...



2019 - 2020

1 year

FabManager Assistant

[LePoleS](#), Île-de-France, FRANCE

Workshops for children and training for young people in a FabLab



2016

6 months

Game Designer Assistant

[Mingle Games](#), Prague, CZECH REPUBLIC

Game and level design on mobile projects



2015

3 months

Game Designer Intern

[WeAreLearning](#), Montpellier, FRANCE

Design of various serious games on training and education areas



2014

5 months

Game Designer Intern

[WeAreLearning](#), Montpellier, FRANCE

Assignments on learning design, level design and narrative design for serious game project



TRAINING



2014 - 2016

Master's degree - Digital Interactive Games and Medias : Game Design specialty

ENJMIN, Angoulême, FRANCE

- Game production and development within a multidisciplinary team

- Game theory, analysis and culture of video game works / creative workshops



2013 - 2014

Bachelor's degree - Professionnal License : Video Games Jobs

Université Paul Valéry, Montpellier, FRANCE

- Design of several games independently in visual scripting / culture and analysis of the video game industry

- Mastery of different digital technologies for the development of a research project on video games



2010 - 2012

Bachelor's degree - BTS Graphic Design : Multimedia

Lycée Léonard de Vinci, Montaignu, FRANCE

- Graphic design in the field of multimedia (web, Disc, TV, video, etc ...)

- Culture, analysis and practice of digital graphic design



2010

High School Diploma - Industrial Science and Technologies : Applied Arts

Lycée Charles Péguy, Orléans, FRANCE

- Study of experimental approaches and practical application in the applied arts

- Mastery of representation tools and plastic graphic expression



WORKSHOPS & MENTORSHIPS

- 2024 **Atelier de création de contrôleurs alternatifs avec Makey Makey**
[A MAZE](#), Berlin, GERMANY
- 2022 **This Is Not A Fu%ing Museum - Alt.Ctrl. Game jam - [This Is Not A Video Game](#)**
[Gaîté Lyrique](#), Paris, FRANCE
- 2021 **Création en Cours - [Humeurs Ludiques](#)**
[Ateliers Médicis](#), Champigny-sur-Marne, FRANCE
6 months
- 2019 **Playshop : A Shop for Games - [Playful Machines](#)**
[China Academy of Arts](#), Hangzhou, CHINA
1 month



RESIDENCIES

- 2025 **Arcade Mayhem**
[Sickhouse](#), Enschede, NETHERLANDS
1 semaine
Conception of [Robogotchi](#)
- 2024 **Open Ateliers Version Longue**
[Labomedia](#), Orléans, FRANCE
1 semaine
Conception of [YOGAïE](#)
- 2021 **The Brain 7 : Dreams**
[A MAZE](#), Online, GERMANY/FRANCE
1 mois
Conception of [The Quilt](#)
- 2021 **Création en Cours**
[Ateliers Médicis](#), Île-de-France, FRANCE
7 mois
Conception of [Talk](#)
- 2018 - 2019 **The HIVE #2**
[thecamp](#), Aix-en-Provence, FRANCE
10 mois
Conception of [Musical Steps](#) & work on [Audio Crumbs](#)



TALKS & PANELS

- 2025 **Panel : « Créer des jeux alternatifs en collectif »**
[Collectif Mauvaises Herbes](#), Twitch, FRANCE
- 2024 **Hypertalk : « A year of Making Crashboard »**
[A MAZE](#), Sheffield, ENGLAND
- 2024 **Panel : « Making Enchanted Controllers »**
[A MAZE](#), Berlin, GERMANY
- 2024 **Panel : « Contrôleurs alternatifs : et si on jouait autrement ? »**
[Indie Game Lyon #5](#), Lyon, FRANCE
- 2021 **Entretien : « Cyberflemme #4 »**
[Station Station](#), Paris, FRANCE
- 2019 **Talk : « Playful Machines : Creating alternative game controllers »**
[China Academy of Arts](#), Hangzhou, CHINA



EXHIBITIONS

- 2025 **Lab R&C at Recto VRso**
Laval Virtual, Laval, FRANCE
[Crashboard](#)
- A MAZE. Pop-Up at GameCon Central Asia**
Bishkek, KYRGYZSTAN
[Crashboard](#)
- Playtime 20.25**
Bruges, BELGIUM
[Crashboard](#), [Orbital](#) & [Miroir Arcade](#)
- JEF Festival**
Antwerp, BELGIUM
[Crashboard](#)
- Les Vacances Numériques**
Cité des Sciences, Paris, FRANCE
[Crashboard](#)
- La Petite Game Buvette #3 - Le RDV des Makers**
Cité des Sciences, Paris, FRANCE
[Orbital](#) & [YOGAïE](#)





PROJETS



Robogotchi

2025

Playful installation

Giant robot equipped with arcade buttons, LEDs and several light-up mini-games



Orbital

2024

Alternative controller

Spherical bullet hell on rail controlled by a real globe



YOGAïE

2024

Alternative controller

Hijacked yoga ball to sit on and jump on to destroy tricks



Têtardise

2023

Playful installation

Retro coffee grinder repurposed to mimic mouse scrolling



Crashboard

2023

Alternative controller

Hijacked skateboard to surf in cyberspace in anaglyph 3D projection



Nailed it

2023

Alternative controller

Fake glitchy desktop to eliminate with colored fake nails stuck on the fingers



Climbump

2023

Alternative controller

Multiplayer climbing game with climbing holds for each member



Rotary Cube

2022

Alt. ctrl. experiment

Turn a cube to navigate the cubic rooms of *Cube Escape Collection* by *Rusty Lake*



Corvée de Patate

2022

Alternative controller

Text game playable with a Makey Makey and potatoes



Miroir Arcade

2022

Playful installation

Controller cluster combined with a Kinect camera and special effects



Wireframe

2022

Alternative controller

Multiplayer arcade table playable with guitar strings, a tribute to the gos internet



Control(s)

2022

Contrôleur alternatif

LED arcade controls to play a retro maze puzzle game

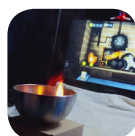


Retro Arcade Controller

2022

Playful installation

Retrogaming installation connected to a microcomputer to play retro games



Fireplay

2022

Alt. ctrl. experiment

Experimental installation that lights a digital fire by generating real flames in *Little Inferno*



Talk

2021

Hijacked arcade cabinet

Metaphorical social anxiety game unwinable with a broken button and LED panels

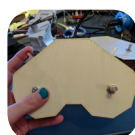


The Quilt

2021

Playful installation

Patchwork blanket of various fabrics and textures with sound and light interactions



Pad Pot

2021

Alternative controller

Patchwork blanket of various fabrics and textures with sound and light interactions



Andersson and the Secret of Sauna

2021

Alternative controller

Two players control the oars of a boat with sliders potentiometers



Choplings

2020

Alternative controller

Competitive multiplayer skill game with interactive connected chopsticks



Musical Steps

2018

Playful installation

Competitive multiplayer skill game with interactive connected chopsticks



Wasted

2015

Video game

Narrative, immersive and interactive experience on depression



Old Wheels

2015

Alternative controller

Four-player racing game with wheelchairs as controllers



L'Odyssée Ludique

2014

Video game

Text-based, experimental puzzle game inspired by the principles of synesthesia



Game Lab

2014-today

Video games

Various mini-games created in solo and in teams in game jams or else