

Nicole Ke-Chen PONG

March 10th 1977
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Language

French (Read, Spoken, Written)
English (Read, Spoken, Written)
Japanese (Read, Spoken)
Chinese (Mother language)

Education

PhD thesis in Psychoanalysis (ongoing)

since 2013
Université Paris Diderot - Paris 7
France
Supervisor : Professeur Serge
Tisseron

Research master in informatic syetem
decision making

Since 2012
Conservatoire National des Arts et
Métiers, CNAM, France

Research master in STIC,
mention Informatique, spécialité « Design
et développement des objets, médias et
espaces numériques »

2011-2012
Conservatoire National des Arts et
Métiers, CNAM, France

Master of Interactive Digital Game and
Media, speciality in Game Design

2006-2008
Ecole Nationale du Jeu et des Médias
Interactifs Numériques, ENJMIN,
France

Bachelor of Art in Language

1996-1999
Tam-Kang University, Taiwan
Thesis : Le Poème Français et Le
Poème Chinois et L'Etymologie dans
le signifié

Computer skills

Game engine:
UnReal Engine v.3.0 (moteur utilisé),
Gamebryo, Gamebryo Scene Designer,
OGRE, Lyn, Game Maker, Game Salade
Unity 3D

Development tool:
Eclipse, Processing

3D computer graphics software:
3DSmax, Google Sketchup

2D computer graphics software :
Photoshop, Illustrator, Google Layout,
Microsoft Visio, Mindmanager

Management software :
Perforce v.4.0, Handsoft, Jira,
Wannapatch

Expertise

Game research:
Serious game, gamification
Emotion in interaction

Game design:
high concept dev.
gesign rationalization & follow-up
game balance
game paper-prototyping
game system & mechanism
game interface design
game camera design & tuning

Level design:
in-game cut scene design
screenplay writing
game scripting

Screenplay writer:
Scenario writing
TV program writing
TV series writing

Publication

Ke-Chen Pong, Ming-Hsin Tsai,
Shuo-Hsiu Hsu : **Applying a Gram-
matical Structure to Practice Game
Design on Non-Computer Games.**
DIGITEL 2012: 57-61

Professional experience

Game designer

04-10/2012 *G2MOBILITY, France*
Conception Phase: "G2GAME" for the
recharging service of electric cars

Game research lecturer

09/2010-06/2011 *University of Asia, Taiwan*
Departement of digital medai

02-06/2011 *University of Tatong, Taiwan*
Departement of digital media

Game designer

06-10/2010 *ALTERNATIVESHIFT, France*
Conception Phase: "Ascend"

10/2009-02/2010 *FUNFIA, Taiwan*
Conception Phase: "Dain Mo"

Level designer

04-10/2008 *UBISOFT, Paris*
Conception Phase: "I Am Alive"
Conception Phase: "Red Steel 2"

Journalist

02/2000-05/2003 *Chinese Television
System, Taiwan*

Projects

Research project

Since 06/2013 **GamIM : gamifying user experience in social
messaging, with Chi-An Wang, Taiwan University, Taiwan**
Shuo-hsiu Hsu, CNAM-CEDRIC, France

09/2010-06/2011 **Applying a grammatical structure to prattice game
design on non-computer games, University of Asia, Taiwan**

Video games

04/2012-10/2012 (Serious Game design) **G2AME G2MOBILITY,**
France

- Android platform, conception phase + prototype development

06/2010-10/2010 (Game design) **ASCEND ALTERNATIVESHIFT,**
France

- iPhone platform, conception phase
- <http://www.alternativeshift.com/games/ascend>

04-06/2008 (Level design) **RED STEEL 2 UBISOFT, Paris**

- Wii platform, conception phase
- <http://redsteelgame.us.ubi.com/>
- prototype development: <http://www.jadelu.fr/cv/>

06-10/2008 (Level design) **I AM ALIVE UBISOFT, Paris**

- Xbox/ PS3 platform, production phase
- official site: <http://www.iamalivegame.com>

09/2007-03/2008 (Game design) **GRIEVOUS FLESH ENJMIN**

- Final year project of master degree
- Game realized by a team of 10 students during 6 months
- Ingame demo : http://www.youtube.com/watch?v=0W1YGXqs4F0&feature=mfu_in_order&list=UL

03-06/2007 (Game design) **L'ALLUMEUSE ENJMIN**

- mini project in the first year of master degree
- Game realized by a team of 4 students during 3 months
- <http://www.allumeuse-game.fr>
- Ingame demo : <http://www.youtube.com/watch?v=zBXsF0WMty-I&playnext=1&list=PLAA5E6DA6054D48F3>

Screenplay writing

06/2002-08/2002 **Marmalade Boy (橘子醬男孩) CTS, Taiwan**
- responsible for 5 screen writes of the total screenplay

01/2002-04/2002 **Meteor Garden (流星花園) CTS, Taiwan**
- responsible for 4 screen writes out of the 31 episodes
- TV series is selected as the most popular one in 2002

02/2001-09/2001 **The Love in Ping-Tong (愛在屏東) DA-AI, Taiwan**
- responsible for 4 screen writes of 22 episodes

Dubbing

08/2003 **Documentary of TSUCHI Da-Ai Television DA-AI Taiwan**
- an interview with President Haiti in Taiwan

02/2001-07/2003 **Chibimaruko Chan STAR TV, Taiwan**
- an animated TV series from Japan
- responsible for 20 characters in the animation series

06/2002 **Shinchan STAR TV, Taiwan**

- an animated TV series from Japan
- responsible for 20 characters in the animation series