



UGO MANNO

NARRATIVE DESIGNER

I'm a fifth-year student at **Supinfo**game RUBIKA in Valenciennes, specializing in **Narrative** and **Game Design**.

Rubika[∞]

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in > [Linkedin](#)

🌐 > [Portfolio](#)



FRENCH
NATIVE



ENGLISH
ADVANCED

Looking for a 6 month internship starting in June 2026.

PROJECTS

 **RAINY DAYS STUDIO • NO LEDGE (current)** Narrative adventure
LEAD GAME, NARRATIVE & LEVEL DESIGNER

- Overall game design and concept development
- Worldbuilding and characters development
- Level blocking in **Unreal Engine 5**

WHISPERS OF THE VILLAGE (2025) Visual novel 
GAME, NARRATIVE & SOUND DESIGNER

- Overall game design and concept development
- Worldbuilding and characters development
- Sound Editing and integration in **Unreal Engine**

> [Available for free on Steam!](#)

PARKOUROMANCY (2024) 3D Parkour
GAME & LEVEL DESIGNER

- Overall game design and concept development
- Blocking rooms and gameplay elements in **Unity**

SKILLS

HARD SKILLS

> 3C Design > Writing > Narrative Design > Level Design

> Documentation > Quest Design

SOFT SKILLS

> Analysis > Rigour > Communication > Proactivity

EDUCATION

 2023-2026 • Valenciennes (France)
RUBIKA SUPINFOGAME
Master Game Design & Management

 2020-2023 • Lille (France)
E-Artsup
Bachelor Game Creative & Coding

○ 2020 • Sin-Le-Noble (France)
Economic & Social Baccalaureate

SOFTWARES



UNITY



GIT



NOTION



OFFICE



UNREAL



INKLE



PHOTOSHOP

HOBBIES

> **VIDEO GAMES**
Horror, Adventure, FPS, Competitive (esport)

> **MUSIC**  > [Discogs](#)
CD & Vinyl Collector Pop, Rap, KPOP, R&B, OST

> **MOVIES & SERIES**
Sci-Fi, Thriller, Horror, Animation