Chloé Charlier, M.A.

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portfolio: lady-c.github.io/portfolio-chloe-charlier

Experience

Jul 2021 – Aug 2024

UI-UX Designer at Rarebyte

UI/UX Design *for mobile, PC and console*:
– UX design: wireframes and UX flows
– UI design: from concepts to 1:1 designs
– Figma prototypes
– Importing my designs into dev software

Other:
– Working directly with our clients
– Character creation and dialogue writing
– Story concept and lore development

Sept 2020 – Apr 2022

Narrative / Game Designer
Revshare project – NDA

– Character creation
– Lore development
– Documentation for concept artists
– Designed complex system to track player's in game behaviour and adapt story and NPC's response

Feb 2018 – Nov 2019

Author
Independant

– Wrote *"Les Vies de la Sainte-Cécile"* for a Non-Profit Organization. Managed everything from research, interviews, writing, editing, publishing to printing.
– Wrote and edited my book *"Voyage d'Une S'habael"*, which was then published in 2020.

Education

2021   Online Certificate UI/UX Web & Mobile Designer with Udemy

2017   Master of Modern Literature - Publishing & Editing

2016   Master of Audiovisual Production

2015   Bachelor of Audiovisual Production

Published work

Game Dev Tycoon, Netflix Version
UI Design, Game writer

Emergency Operator
UI Design

Audi Virtual Training
UI Consulting

We Are Screwed!
UI/UX Design, Narrative Design, French Localization

Rogue Glitch
French Localization

Personal projects:

 Lady_C

Languages

🇫🇷 French – **C2**
🇬🇧 English – **C1**
🇩🇪 German – **A2+**

Skills

Graphic and UI Design:
Adobe Photoshop, Illustrator, XD
Figma

Web design:
HTML
CSS/Sass

Game development:
Unity
Ink Scripting Language