



# CHLOÉ CHARLIER

NARRATIVE DESIGNER,  
FRONTEND DEV AND UI/UX DESIGNER

## CONTACT INFO

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

## EMPLOYMENT BACKGROUND

**Rarebyte · July 2021 - Present**

Narrative Designer & Game Writer.

**Revshare project · Sept. 2020 - Present**

Narrative/Game Designer.

**Writer · 2018 - 2019**

Wrote and published two books. One in my own name, and another for a Non-Profit Organization.

## LANGUAGES

- French: C2 - native
- English: C1 - fluent
- German: A2 -beginner

## SKILLS

- Narrative Design
- Content Creation
- Proofreading
- Game/Level Design
- UI Design & Prototype
- Front-End Dev
- Nonlinear story

## SOFTWARE AND TOOLS

- Adobe CC
- Figma
- Audacity
- Twine
- HTML
- CSS/Sass
- VS Code
- Unity
- GitHub
- Inky/Ink
- JavaScript

## VOLUNTARY WORK

Led weekly workshops for kids age 3-5, Sept 2011 - June 2012

## WRITING, DESIGNING AND PROGRAMMING GAMES

- Created a **diversity of characters** in age, sex, gender, ethnicity.
- Wrote short, snappy and funny **dialogues**, and scripts for more serious **cutscenes**.
- **Art direction** documents to support concept artists in the creation of characters and environments.
- Developed unique **gameplay mechanics**.
- Wrote **collectible items**, as well as **tutorials** and Steam **achievements**.
- Work often on personal narrative **games projects**, and participate in **Game Jams**.
- Proficient in **HTML, CSS and JavaScript**. Including debugging with **VS Code** and **Browser developer tools**.

## PUBLISHING AND EDITING

- Wrote a **historically accurate book** for a Non-Profit Organization. **Conducted** and **transcribed interviews**, researched archives. Also **designed the cover**. Managed all **administrative procedures**, including printing and publication.
- Wrote a **fantasy novel of over 400 pages** and identified potential publishing houses. Received a publishing contract in less than a year.
- Regularly participate in **writing contests**, both English and French. Came in #3 out of 19 in the OPR Writing Jam 2021 and featured on their official website.
- Work on diverse **personal projects**, both in English and French.

## COMMUNICATION AND COLLABORATION

- Frequently work with international teams, across **multiple time zones**.
- **Authored documents**: Guides, invoices, reports, reviews, data collect and other general correspondence.

## OTHER INTERESTS

- Reading
- Vector art
- Movies & shows
- Playing TTRPG
- Video games
- Writing

## GAMES

### ONLY HUMAN

- Narrative / Puzzle Game made for the InkJam2021
- Playable on [itch.io](https://itch.io/lady-c.itch.io/onlyhuman): lady-c.itch.io/onlyhuman

### THE HIGHWAY STORY

- Interactive story, personal project
- Playable on [itch.io](https://itch.io/lady-c.itch.io/the-highway-story): lady-c.itch.io/the-highway-story

### DOWN THE HOLE

- 2D Platformer made for the GlobalGameJam 2021
- Playable on [itch.io](https://itch.io/lady-c.itch.io/down-the-hole): lady-c.itch.io/down-the-hole

### A STORY OF POWER

- 3D Adventure Game made for the HackTheMidlands 5.0 GameJam
- Playable on [itch.io](https://itch.io/lady-c.itch.io/a-story-of-power): lady-c.itch.io/a-story-of-power

## PUBLICATIONS

### VOYAGE D'UNE S'HABAE - LA FIN D'UNE ENFANCE

- Mar. 2020
- Published by: Les Éditions de Beauvilliers

### LES VIES DE LA SAINTE-CÉCILE

- Oct. 2018
- Self-published in cooperation with the Groupe Amical Sainte-Cécile

## EDUCATION

### Zero to Mastery Academy

**Nov. 2020 - Apr. 2021**

Studied Web Development & UI/UX Design.

Created my first project: My website (coded from scratch).

### University of Nancy II (2017)

Master of Art: Modern Literature.

Major: Publishing & Editing.

### Institut Européen de Cinéma et d'Audiovisuel (2016)

Master of Fine Arts: Audiovisual Production.