



Chloé Charlier, M.A.

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Experience

July 2021 –
Aug 2024

Narrative Designer at Rarebyte OG

Narrative Design:

- Design: Characters, lore, quests
- In-game writing: dialogues, narration, objects description, codex and bestiary
- In the engine: import into Unity, setting up configs, testing

UI/UX Design for mobile, PC and console:

- UX design: wireframes and UX flows
- UI design: from concepts to 1:1 designs
- Importing my designs into Unity

Sept 2020 –
Apr 2022

Narrative / Game Designer

Revshare project – Open world fantasy RPG – 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

Independent

- 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

Certificate UI/UX Web & Mobile Designer
Udemy, online

2016 – 2017

Master of Modern Literature – Publishing & Editing
Université Nancy II, France

2015 – 2016

Master of Audiovisual Production
Institut Européen de Cinéma et d'Audiovisuel, France

2012 – 2015

Bachelor of Audiovisual Production
Institut Européen de Cinéma et d'Audiovisuel, France

Projects

Game Dev Tycoon, Netflix Version

Narrative Designer

We Are Screwed!

Narrative Design, French
Localization, UI/UX Design

Emergency Operator

UI Design

Audi Virtual Training

UI Consulting

Rogue Glitch

French Localization

Languages



French

C2



English

C1



German

A2+

Skills

Game development

Unity
Ink Scripting Language

Graphic and UI Design

Adobe Photoshop,
Illustrator, XD
Figma

Web design

HTML
CSS/Sass