



Chloé Charlier

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



Experience

Jul 2021 - **Narrative / UI-UX Designer at Rarebyte**
present

- Character creation and dialogue writing
- Story concept and lore development
- UI Design across 4 different projects, for mobile and PC/Console games
- Unity integration and prototype
- Direct contact with clients

Sept 2020 - **Narrative / Game Designer**
Apr 2022
Revshare project

- Character creation
- Lore development
- Documentation for 2D artists
- Designed complex system to track player's in game behaviour and adapt story and NPC's response

Feb 2018 - **Author**
Nov 2019
Freelance / Non-Profit

- Wrote a book for a Non-Profit Organization. Managed everything from research, interviews, writing, editing, publishing to printing.
- Wrote and edited a book published in a publishing house. Also helped my editor for the marketing.


Education


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


July 2017 Master of Modern Literature - Publishing & Editing

July 2016 Master of Audiovisual Production

Languages

 French - C2

 English - C1

 German - A2

Skills

Photoshop

Illustrator

InDesign

Adobe XD / Figma

Inky/Ink

Unity

HTML

CSS/Sass

JavaScript

Games

The projects I worked on so far are still under NDA!

For my personal projects, check my itch.io account.



Lady_C