Chloé Charlier

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

◆ Experience

Jul 2021 - present

Narrative / UI-UX Designer at **Rarebyte**

- 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 - Apr 2022

Narrative / Game Designer
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 - Nov 2019

Author
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

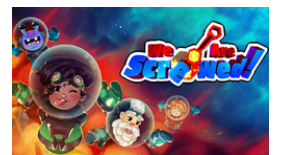Illustrator

InDesign

Adobe XD / Figma

Inky/Ink

Unity

HTML

CSS/Sass

JavaScript

◆ Games

We Are Screwed!
by **Rarebyte**

And many other still under NDA! For my personal projects, check my itch.io account.

 Lady_C