



Chloé Charlier

charlier.chloe@outlook.fr

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

Experience

Jul 2021 –
Aug 2024

Narrative / UI-UX Designer at Rarebyte

UI/UX Design for mobile, PC and console:

- UX design, wireframe, flow
- UI design, prototyping
- Importing my designs into Unity

Narrative Design:

- 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

Game Writer, UI Design

Emergency Operator

UI Design

Audi Virtual Training

UI Consulting

We Are Screwed!

Narrative Design, UI/UX 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