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

FROM HELL

- Text-heavy interactive story, personal project
- Playable on <u>itch.io</u>: lady-c.itch.io/from-hell

ONLY HUMAN

- Narrative / Puzzle Game made for the InkJam2021
- Playable on <u>itch.io</u>: lady-c.itch.io/onlyhuman

DOWN THE HOLE

- 2D Platformer made for the GlobalGameJam 2021
- Playable on <u>itch.io</u>: lady-c.itch.io/down-the-hole

 for more, see my itch.io profile: <u>lady-c.itch.io</u>

PUBLICATIONS

VOYAGE D'UNE S'HABAEL - 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.