



# CHLOÉ CHARLIER

NARRATIVE DESIGNER - UI/UX DESIGNER

## CONTACT INFO

### Phone

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### Email:

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### Address:

5162 Obertum am See  
Austria

### Portfolio:

[lady-c.github.io/portfolio-chloe-charlier](https://lady-c.github.io/portfolio-chloe-charlier)

### Linkedin Profile:

[linkedin.com/in/chloé-charlier-984b06145/](https://linkedin.com/in/chloé-charlier-984b06145/)

## LANGUAGES

French: C2 - native

English: C1 - fluent

German: A2 - beginner

## SKILLS

Figma

UI Design & Prototype

CSS/SaaS

HTLM

JavaScript

Photoshop

Illustrator

InDesign

Narrative Design

Content Writing

## VOLUNTARY WORK

Led weekly workshops for kids  
age 3-5, Sept 2011 - June 2012

## WORK EXPERIENCE

### NARRATIVE DESIGNER

Open-world fantasy RPG (NDA)

Since Sept 2020 | Remote - indie project

- Character creation
- Lore, quest, dialogue writing
- Cutsscenes Script writing
- Gameplay mechanics development
- Art direction for characters and environments

### NARRATIVE DESIGNER & LEVEL DESIGNER

GlobalGameJam 2021 | "Down the Hole"

Jan. 2021 | GameJam

- Character creation
- Dialogue writing
- Level Design (2D, Unity)
- Sound Design
- Dialogue integration into custom-made dialogue system (Unity)

### NARRATIVE DESIGNER

HackTheMidlands 5.0 | "A Story of Power"

Oct. 2020 | GameJam

- Character & lore creation
- Dialogue writing
- Dialogue integration into custom-made dialogue system (Unity)

### LIBRARIAN

Verlaine Media Library

Apr 2020 - July 2020 | Metz

- Wrote a project to open a gaming area

### AUTHOR

"Voyage d'une S'habael, la fin d'une enfance", Beauvilliers Publishing House

Sept 2018 - Nov 2019 | Paris

- Wrote and proofread the manuscript
- Managed contract and publication

### AUTHOR

"Les Vies de la Sainte-Cécile", Groupe Amical Sainte-Cécile

Feb 2018 - Aug 2018 | Longeville-en-Barrois

- Wrote a book regarding the history of the association
- Interviewed people to write down their stories and testimonies
- Proofread and edited the manuscript
- Designed book cover
- Managed publication and printing

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## GAMES SHIPPED

### DOWN THE HOLE

Jan 2021

2D Platform Game made for the GlobalGameJam 2021

Playable on [itch.io](https://itch.io/lady-c.itch.io/down-the-hole): lady-c.itch.io/down-the-hole

### A STORY OF POWER

Oct. 2020

3D Adventure Game made for the HackTheMidlands 5.0 GameJam

Playable on [itch.io](https://itch.io/lady-c.itch.io/a-story-of-power): lady-c.itch.io/a-story-of-power

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## PUBLICATIONS

### VOYAGE D'UNE S'HABAEEL - LA FIN D'UNE ENFANCE

Mar 2020

Published by: De Beauvilliers Publishing House

ISBN: 978-2-38123-016-0

### LES VIES DE LA SAINTE-CÉCILE

2018

Self-published in cooperation with the Groupe Amical Sainte-Cécile

ISBN: 979-10-699-2759-9

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## EDUCATION

### THE COMPLETE WEB DEVELOPPER 2021: ZERO TO MASTERY

Zero to Mastery Academy | Since Nov 2020

- Coding in HTML, CSS and JavaScript.

### THE COMPLETE UI/UX DESIGNER 2021: ZERO TO MASTERY

Zero to Mastery Academy | Nov. 2020 - Apr 2021

- UI/UX Design as well as design theory (font, colour). Prototyping on Figma.

### MASTER'S DEGREE IN MODERN LITERATURE

University of Nancy | 2016 - 2017

- MAJOR IN PROFESSIONAL EDITING.
- Learned about the production chain of a book from writing to marketing.

### MASTER'S DEGREE IN AUDIOVISUAL PRODUCTION

European Institute of Cinema and Audiovisual | 2015 - 2016

- Learned about the direction and production process of fictional content (movies and shows). Writing and production of a trailer, a short movie and a documentary.

### BACHELOR'S DEGREE IN CULTURAL STUDIES

European Institute of Cinema and Audiovisual | 2012 - 2015

- MAJOR IN AUDIOVISUAL PRODUCTION.
- Learned about the direction and production process of fictional content (movies and shows), as well as youth literature and storytelling mechanisms in diverse medias. Writing and production of two short movies.