



Chloé Charlier, M.A.

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



Experience

July 2021 –
Aug 2024

UI/UX & Narrative Designer at Rarebyte OG

UI/UX Design for mobile, PC and console:

- UX design: wireframes and UX flows
- UI design: from concepts to 1:1 designs
- Figma prototypes
- Importing my designs into Unity

Narrative Design:

- Design: Characters, lore, quests
- In-game writing: dialogues, narration, objects description, codex and bestiary
- In the engine: import into Unity, setting up configs, testing

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

Independent

- 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 Certificate UI/UX Web & Mobile Designer
Udemy, online

2016 – 2017 Master of Modern Literature – Publishing & Editing
Université Nancy II, France

2015 – 2016 Master of Audiovisual Production
Institut Européen de Cinéma et d'Audiovisuel, France

2012 – 2015 Bachelor of Audiovisual Production
Institut Européen de Cinéma et d'Audiovisuel, France

Projects

Game Dev Tycoon, Netflix Version

UI Design, Game writer

Emergency Operator

UI Design

Audi Virtual Training

UI Consulting




We Are Screwed!

UI/UX Design, Narrative Design,
French Localization

Rogue Glitch

French Localization

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