



# CHLOÉ CHARLIER

Narrative Designer | UI/UX Designer

## CONTACT INFO

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lady-c.github.io/portfolio-  
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984b06145/

## LANGUAGES

French: C2 - native  
English: C1 - fluent  
German: A2 - beginner

## SKILLS

Narrative Design  
Content Writing  
Inkl  
Twine  
CSS/SaaS  
HTLM  
JavaScript  
UI Design & Prototype  
Figma  
Photoshop  
Illustrator  
InDesign

## VOLUNTARY WORK

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

## WORK EXPERIENCE

### NARRATIVE DESIGNER

Rarebyte

Since Jul. 2021 | Remote - Freelance

- Character creation, story and dialogue writing
- Cutsscenes script writing

### NARRATIVE DESIGNER & ART TEAM

Open-world fantasy RPG (NDA)

Since Sept. 2020 | Remote - indie project

- Character and lore creation
- Cutsscenes script writing
- Gameplay mechanics development
- Art direction for characters and environments

### NARRATIVE, LEVEL & SOUND DESIGNER

GlobalGameJam 2021 | "Down the Hole"

Jan. 2021 | GameJam

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

### NARRATIVE DESIGNER

HackTheMidlands 5.0 GameJam | "A Story of Power"

Oct. 2020 | GameJam

- Character creation, story and dialogue writing
- Dialogue integration into custom-made dialogue system (Unity)

### 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

### THE HIGHWAY STORY

Interactive story, personal project

Playable on [inklewriter](https://www.inklewriter.com/stories/50438): [inklewriter.com/stories/50438](https://www.inklewriter.com/stories/50438)

### 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](https://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](https://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

Oct. 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 DEVELOPER 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.