



# Chloé Charlier, M.A.

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



## Experience

July 2021 –  
Aug 2024

### UI/UX 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

#### Other:

- Working directly with our clients
- 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

*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	<b>C2</b>
	English	<b>C1</b>
	German	<b>A2+</b>

## Skills

### Graphic and UI Design

Adobe Photoshop,  
Illustrator, XD  
Figma

### Web design

HTML  
CSS/Sass

### Game development

Unity  
Ink Scripting Language