



Chloé Charlier

charlier.chloe@outlook.fr

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



Experience

Jul 2021 - **Narrative / UI-UX Designer at Rarebyte**
present

- Character creation and dialogue writing
- Story concept and lore development
- Unity integration and prototype
- Direct contact with clients
- UI and UX Design across 6 different projects, for mobile, PC and Console games
- Narrative Design across 3 different projects
- French localization for 2 different projects

Sept 2020 - **Narrative / Game Designer**
Apr 2022
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 - **Author**

Nov 2019
Freelance / Non-Profit

- Wrote a book for a Non-Profit Organization. Managed everything from research, interviews, writing, editing, publishing to printing.
- Wrote and edited a book published in a publishing house. Also helped my editor for the marketing.

Education

April 2021 Online Certificate UI/UX Web & Mobile Designer with Udemy

July 2017 Master of Modern Literature - Publishing & Editing

July 2016 Master of Audiovisual Production

Games

We Are Screwed!

Narrative Design, UI/UX Design, French Localization

Game Dev Tycoon

Netflix Version

Game Writer, UI Design

Emergency Operator

UI Design

Rogue Glitch


French Localization


Personal projects:



Lady_C

Languages

 French - C2

 English - C1

 German - A2+

Skills

Photoshop

Illustrator

Adobe XD

Figma

Inky/Ink

Unity

HTML

CSS/Sass