Game & Narrative Designer
Looking for a six month internship starting 2018 march 1st

Charli Huvé

Personal Information

E-mail : **charlihuve@gmail.com**
Phone : +33 646 696 103
My book : **/charlihuve.wixsite.com/portfolio**
Skype : huve.charli
Linkedin : **/in/charlihuve**

Living in Angoulême, France.
Willing to relocate

Objective

Work as a Game and Narrative Designer on ambitious productions. Work hard, learn as much as possible and share my knowledges, my enthusiasm and my imagination with the team to create good games together.

Professional and Personal Synthesis

I always wanted to work in video games industrie but first my goal was to learn the history of the cinema, its aesthetics and its narration to better understand how the video game could emancipate itself. I am passionate about performing arts, **all forms of narration** and **staging**. I like to create innovative and immersive **experiences**. I'm a **Quick Learner, T-shape** and I'm very motivated !

Education

2016-2018 :   **Master's Degree, Game and Interactive Media Design, Game Design.**
At **Cnam-Enjmin**, *France.*
► *Narrative Design.*
► *Psychology and user experience.*
► *Management*
► *History of the video game.*
► *Economy of the video game.*

2015-2016 : **Four-year university degree in cinematographic studies, Films and video games.**
At **University of Picardie Jules Vers (UPJV)**, *France.*
►*Writing an essay about "The staging patterns exchanged between Films and video games", under the supervision of Sébastien Denis.*

2012-2015 : **Three-year university degree in Arts of the stage and the screen, Performing Arts: theater and cinema.**
At **University of Picardie Jules Vers (UPJV)**, *France.*
► *Drama teacher at Condorcet Highschool in Meru (60110 - France) during one mounth (2013).*
► *Performer as Clifford in "Richard III" by Shakespeare directed by Jérôme Hankins presented at the Jules Verne circus during a colloquium about round theater.*
Main subjects: *Game Studies, Theatre, Films, Photography and History of performing arts.*

Aug-dec 2014 : **Student exchange with CREPUQ (1 semester). Chicoutimi (QC) – Canada.**
1 semester at UQAC, University of Quebec at Chicoutimi to prepare a grade in Performing Arts.

2009-2012 : **High School diploma, scientific option, Life and Earth Sciences.**

Languages

French: Native speaker   English: Working proficiency   Spanish: Elementary

Work Experience

Jul & Aug 2017	**Game Designer at Dreamtronic** Two month internship where I worked on several multiplayer games for children (2 years old to 14 years old) and on an AR game for amusement parks. I also made a lot of Research & Development about Augmented Reality. **Keywords :** *Game Design, Level Design, R&D, AR, Branding, Team working.*
Since 2011	**Publishing Director & Co-Founder - Fragstorm.com** French website which gives tools to everyone to write video games reviews. **Keywords :** *Journalism, News/Previews /Reviews, Press & Advertisers Relations, Community management, Event management*.
2015-2016	**C2I Teacher (Internet & Computing Certificate)** At Université de Picardie Jules Verne (UPJV). I taught to 175 students (courses and exams). **Keywords :** *Teaching, public speaking, Humans relations.*
2013 & 2014	**Order Picker at Cinram France** Summer job as order picker for Cinram France (Blu-ray & DVDs). **Keywords :** *Fast work.*

Projects

Mar-jun 2017	**Red Stained (year-end project)** ■ *Red Stained* is a VR narrative investigation game borrowing from the giallo, a 60s Italian movie genre. You play as Emma, a young woman who discovers the corpse of her childhood best friend in a tormented artist's lair. You must investigate the crime scene and unfold elements of the killer-artist intentions. ► *VR Game Design* ► *Narrative Design* ► *VR Direction and Stage Direction* ► *Project Management* **Keywords:** *Lead Game Design, Stage Direction, Project Management, Narrative VR Game, Virtual Escape Room, VR Staging, Puzzles, Unity, Editing, Release on Steam.*
Mar-jun 2017	**Parallel 91° (year-end project)** ■ AR game using Google Tango technology. It's inspired by creepypastas and milgram's experiment. *Parallel 91°* is a AR game where the player becomes an agent of Parallel 91, a government agency dealing with multiverse. With his mobile phone he must detect the anomaly that is hiding near him, collect the data, protect himself against the anomaly and discover the truth about the agency... ► *AR Game Design* ► *AR Ergonomics* **Keywords:** *AR Game Design, Google Tango, Narrative AR Game, Unity, Ergonomics, Mobile Phone Game, Release on Google PlayStore.*
Jan 2017	**Popcorn Escape (Global Game Jam)** ■ Puzzle game where you incarnate a colony of corn seeds in a microwave. Your goal is to resolve each of the three puzzles but time is going and camera doesn't stop to go round. ► Game Design ► Puzzle Design

Oct 2016   ***Yami* (school project)**
■ *2D isometric shooter with online cooperation. No weapon, just light and fear.*
Yami is an 2 players online co-op horror survival shooter where you play as a freshly dead couple. As your soul is trapped in a mystical forest, you try to push your car out of this nightmare. Your children lay unconscious inside and something is wrong with this place.
► Game Designer
► Level Designer
► Game Builder
Keywords : *Multiplayer (Coop) game, Unity, Integration of 2D assets.*

2013-2014   ***Phaedra's Love* (personal project)**
■ Founder of theatrical compagny "La 307" and director on the adaptation of *Phaedra's Love*, a play by Sarah Kane
► Direction of 5 actors.
► Scenography.
► Perform as the lead male part (Hippolytus).
Keywords : *Theatre, Scenography, Stage Direction, Project Management, Acting.*

2012-2013   ***Sept Vers pour Pécher* A poetic play (personal project).**
■ Writing in collaboration with contemporary author Majoie Ekoum of a poetic play entitled "Seven Worms for Fishing". The play opposes the seven capital sins and the seven virtues. Sins are illustrated by alexandrines while the virtues are declaimed in urban poetry.
► Playwright.
► Direction of the 14 actors in the distribution.
► Scenography.
► Perform as a supporting part.
Keywords : *Theatre, Scenography, Playwright, Stage Direction, Project Management, Acting.*

Skills

► Game Design & Level Design
► Writing, Storytelling & Narrative Design
► Film & Stage Direction
► AR & VR
► Storyboarding
► Research & Development
► UX / UI
► Journalism
► Community Management & Press Relations

Interests

► Theater plays, Films, Games.
► Writing
► Game Studies & Film Studies.