

SKILLS

Languages:

- Native French Speaker;
- Fluent in English.

Writing:

- Creative (Intermediate);
- Script (beginner);
- Informative (intermediate).

Engines:

- Unity (intermediate);
- Unreal Engine 4 (intermediate).

Scripting languages:

- Visual scripting (beginner);
- C# (beginner).

Adobe Suite:

- Photoshop (intermediate);
- Illustrator (beginner).

Autodesk:

- 3DS Max (beginner);
- Maya (beginner).

Office suite (advanced)

Antidote Software (advanced).

ALIZÉ GABAUDE

narrative design & writing

PROFESSIONAL EXPERIENCES



JUNIOR NARRATIVE DESIGNER

2019/06 - Today | GAMELOFT DIVERTISSEMENT

Project: TBA

- Script writing;
- Research & documentation (dialogues, requests, characters, environments);
- In-game text integration.



TECHNICAL GAME ANALYST (internship)

2016/10 - 2019/06 | GAMELOFT DIVERTISSEMENT

Project: Dungeon Hunter Champions

- Performance & feature testing;
- Investigate & document errors
- Writing testing documentation.

INTERESTS

Writing, Literature (scifi, fantasy, horror, comics, non-fiction, scientific, art), Photography, Travel (Londres, Bönn & Köln, France, Spain), Videogames (rpg, action adventure, survival horror), Horseriding.



WRITER

2015 | RIVIÈRE BLANCHE

Grace in Dimension New York anthology directed by Philippe Ward.

EDUCATION

ISART Digital Montréal
2018-2019

RNCP TITLE - GAME DESIGN 2

- Level design specialization ;
- Excel & Mathematics ;
- Final project: Designing & producing a game (Behind the Mask using Unreal Engine).

ISART Digital Montréal
2016-2018

A.E.C. NWE 0.5 - VIDEO GAME MECHANICS DESIGN

- Fundamentals: Game Design, Level Design, Prototyping ;
- 3D Modeling & animation initiation ;
- Videogame culture.

RENNES 1 COLLEGE
2012-2013

PREHISTORY, PALEONTOLOGY & PALEOENVIRONMENT

Research memoir: A fishing tool inventory in Western France from Protohistoric times to the gallo-roman era under Marie-Yvane Daire's supervision.

PORTFOLIO



BEHIND THE MASK

UNREAL ENGINE 4 - 2019

- Narrative Designer & Level Designer;
- Final student project ;
- Survival horror pvp ;
- 2 players (Human vs, Monster) ;
- A deadly hide and seek in a museum where statues can help or hinder the player's progress;
- Available on itch.io.

THE DUNGEON

UNREAL ENGINE 4 - 2018

- Level Design;
- School project;
- Challenge: Build a room similar to what one can find in a medieval fantasy adventure game (or a D&D adventure) using Multistory Dungeons package and the First Person Blueprint- pistol and shooting option removed for a more coherent experience.



STEAMWORLD

STEAMWORLD

TABLE TOP - 2017

- Game Design & Narrative Design;
- School project ;
- Light strategy game for 2 to 4 players (10+ public target) with an industrial steampunk theme.

GRACE

IN Dimension New York 1 - 2015

- Urban fantasy short story in a 30's imaginary New York ;
- Published in 2015 in Dimension New York 1 presented by Philippe Ward;
- Publisher: Rivière Blanche;
- In french only;
- Reworked in 2020 to remove problematic elements and published on alizegabaude.com

