ALIZÉ GABAUDE
NARRATIVE DESIGNER

SKILLS

Languages:
- Native French Speaker ;
- English (bilingual).

Writing:
- Creative (intermediate) ;
- Script (intermediate) ;
- Informative (intermediate).

Engines:
- Unity (intermediate) ;
- Unreal Engine 4 (beginner).

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

Adobe Suite:
- Photoshop (intermediate) ;
- Illustrator (beginner)

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

Suite Office (advanced)

Logiciel Antidote (advanced)

INTERESTS:

Writing, litterature (scifi, fantasy, horor, comics, non-fiction, scientific, art), photography, travel (London, Bonn, Köln, France, Spain), videogames (RPG, action adventure, survival horror), horseriding.

EXPERIENCES

NARRATIVE DESIGNER
Gameloft Divertissement | Project: Disney Dreamlight Valley
2019/06 - Today

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

TECHNICAL GAME ANALYST (INTERNSHIP)
Gameloft Divertissement | Project: Dungeon Hunter Champions
2016/10 - 2019/06

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

EDUCATION

RNCP TITLE - GAME DESIGN 2
ISART Digital Montréal
2018 - 2019

- Level design specialization ;
- Excel & Mathematics ;
- Final student project : designing & producing a game (_Behind the Mask_ - Unreal Engine 4).

A.E.C. NWE 0.5 - VIDEO GAME MECHANICS DESIGN
ISART Digital Montréal
2016 - 2018

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

MASTER 2 PREHISTORY, PALEONTOLOGY & PALEOENVIRONMENT
Rennes 1 College
2012 - 2013

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

DISNEY DREAMLIGHT VALLEY | GAMELOFT DIVERTISSEMENT
2022

- Role : Narrative Designer ;
- Designing missions in collaboration with others designers ;
- Writing script according to the rules of the original IP (multiple choices answers, voice overs) ;
- In-game texts integration ;
- Narrative documentation production ;
- Name definition for the assets in accordance with the project's theme.

DUNGEON HUNTER CHAMPIONS | GAMELOFT DIVERTISSEMENT
2016-2019

- Role : Intern Technical Game Analyst ;
- Finding and precisely describing bugs found in the game
- Capturing and documenting errors
- Verifying all aspects of assigned game and ensure that they have no flaw
- Assisting in improving Quality Assurance standards and processes
- Researching and implementing new and improved testing methods, processes, procedures, tools and systems to improve productivity and test quality

BEHIND THE MASK
2019

- Role : Narrative Designer & Lead Level Designer ;
- Final student project ;
- Survival horror pvp ;
- 2 players (human vs monster) ;
- A deadly hide and seek in a museum where statues can either help or hinder the player's progression ;
- Available on itch.io

THE DUNGEON
2018

- Level design ;
- Student project ;
- Challenge: Design and produce a room similar to what one can find in a medieval fantasy game (or a D&D scenario) using the Multistory Dungeon Package & the Blueprint First Person - pistol and shooting option removed for a better immersion.