


Charlotte Couder

Level & Narrative Designer

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charlotte-couder 

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Education

- 2016 - 2018 **Game Design Master's Degree, CNAM ENJMIN, Angoulême**
- 2015 - 2016 **Certificate of Higher Studies in Visual Arts (CESAP), European School of Visual Arts, Poitiers**
- 2011 - 2015 **National Diploma of Arts (DNAP), European School of Visual Arts, Poitiers**
- 2010 - 2011 **A-Levels in Literature, English and Visual Arts options, French Highschool of Barcelona**
- 2008 - 2010 **Highschool, Literature, Japanese option, Réunion Island**

Experiences

Game Designer

Eden Games & Smart Tale, **Lyon/Arles**, April - August 2018
Work in associate with Eden Games' teams on a new IP creation and on Gear.Club Unlimited 2 (Switch). Concepts, design documents and narration for Smart Tale Games' projects.

Workshop *Inclus & Connectés*

ENJMIN, **Angoulême**, October 2017
Creation of a tablet game using connected figurines. The game is mentally handicapped children and Down syndrome friendly.

Creation of the *N.O.P.E. association*

Montréal/Poitiers, January - March 2016
Association promoting artistic experiences and creations about game, created by art students. N.O.P.E. builds and manages an arcades network inter-schools.

Communication and Development (internship)

Eastern Bloc, **Montréal**, October 2015 - January 2016
Communication tools development, promoting events on social networks, medias and Eastern Bloc's network.
Preparing the newsletter and helping with the new website.

Projects







Kaiju Snap (2017-2018, 4 months, Unreal Engine 4)
Exploration, Drone, VR - Level & Narrative Designer
Fly your reporter drone, film and take pictures of a giant creature through a tropical island!

The Day I met LAIA (2017, 4 months, Unity)
Audio adventure, puzzle - Game, Level & Narrative Designer
Play as UGO, a small maintenance robot awoken in a distressed spaceship by its Commandant locked away in the flight deck.

Deadly Riff (2017, +2 months, Unity)
Rhythm & Versus - Game & Level Designer
Embody a guitarist on his raft, hanging by the crowd. Keeping the rhythm and playing notes at the right time allows him to attack his opponent and try to make him fall of his raft.

Hindrance (2017, 4 months, Unity)
Interactive experience, tactile - Game & Level Designer
A contemplative experience about dance and movement. Guide a bright character with tactile gestures through different screens.

Interests & Hobbies

-  Action/Adventure, Narrative, Open world, Space flight simulator (*The Last of Us, Skyrim, Bioshock, Age of Empires II, Firewatch*)
-  Game Jams (Global Game Jam, Gamerella, Ceci n'est pas un jeu,...)
-  SciFi literature, Graphic novel & Comic book
-  E-Sport (Overwatch, League Of Legends)
-  Tropical plants
-  Figurines & Papertoys

Skills



Languages

- French:** Native language
- English:** Working proficiency
- Spanish:** Notions