# **CHARLOTTE FRIES**

CONTACT

**GAME DESIGNER** 

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LYON FRANCE 👤

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ME

ABOUT I studied Game Design at Bellecour Ecole during 3 years through various projects and I'm always eager to take new challenges and improve.

### **SKILLS**

**GAME DESIGN** 

**Mechanics & Systems Balancing** Level Design **C# Scripting** Rational Game Design **COMPUTER SKILLS** 

Unity Hansoft - Perforce **Adobe Creative Suite** Microsoft Office Suite Mava

LANGUAGES

French - Native English - Advanced German - Intermediate **TNTERESTS** 

Gamejams Musician Cook

## **EXPERIENCES & FORMATION**

Fall 2019

Ubisoft

**Paris** 

UBISOFT FUTURE WOMEN IN GAMES - DESIGN CHALLENGE

Full Design of a Game Feature with the Theme «Morning Routine». Then **polished Prototyping** of the whole feature to test it. Finished Top 3.

Summer 2019

A Maze In **Strasbourg**  3 MONTH GAME DESIGN INTERNSHIP IN ESCAPE GAME

Puzzle Design and updates. Scripting of mini-games for a Hacking room. Also designed a short-lived Escape Room for a special cinema event.

2017 - 2020

**Bellecour Ecole** Lyon

GAME DESIGN BACHELOR (ENGLISH COURSE)

Theory of Game & Level Design. C# and LUA scripting. Prototyping on Unity. **Practical applications** with many Projects with themes and special constraints.

## LATEST PROJECTS

Soleil 3<sup>rd</sup> year Project

#### MAIN GAME DESIGNER

Coop pacific Action-Adventure game curently being made Player mechanics & Combat Design, Enemy behaviours



### MAIN GAME DESIGNER - GAMEPLAY PROGRAMMER

VR Card&Craft Duel game made in 2 month - available on Itch.io Mechanic Design & Balancing, Gameplay Programmation



## WHAT I'VE DONE BEFORE

**STUDIES** 

**Communication & Graphic Design** Technology Degree Highschool degree Maths Physics & Biology

#### **EXPERIENCES**

**Counter Agent Jobs** at Credit Mutuel **UX/UI & Communication internships** at Epopia and in a Tourism Office

CAN PROVIDE REFERENCES UPON REQUEST