ALIXIA GABLE

Paris, FRANCE
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NARRATIVE/GAME DESIGNER

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Passionate Narrative/Game Designer, I seek opportunities to work on stimulating projects and develop my skills. I want to make games that provide a strong and meaningful narrative experience.

EXPERIENCE

NARRATIVE & MISSION DESIGNER - CYANIDE STUDIO
*Nanterre, FRANCE (July 2016 - April 2017) - **Contract extended***
*Game(s) released: **Call of Cthulhu** (RPG/Adventure game for PC, PS4 and Xbox One)*

- Designed and wrote non-linear main & secondary missions, working closely with designers, artists & techs
- Crafted dialogue structures, wrote dialogues and supported other writing needs in English and French
- Implemented various narrative and design elements using our internal tools and the Unreal Engine 4
- Worked on the cinematic design of dialogues, designed puzzles and riddles, tested the missions

MISSION DESIGNER - MANA CUBE
Paris, FRANCE (May - July 2016) - Internship
*Game(s) released: **Dungeon Monsters RPG** (Dungeon-RPG for Mobile and Tablet)*

- Created weekly events from scratch, including level design, narration (English/French), balance and rewards
- Designed & balanced monsters (background, power, skills and other stats) and special rules for events

GAME DESIGNER & ASSISTANT PRODUCER - INTERACTION GAMES
Levallois-Perret, FRANCE (December 2015 - May 2016) - Internship

- Defined the game concept, designed game mechanics & narrative adventures *(Card battle game for PC and Tablet)*
- Monitored production, wrote dialogues, created UI mockups, prototyped and balanced the game

GAME DESIGNER - DELINQUENT GAMES
(Teleworking) Muskogee, USA (June - September 2015) - Internship

- Designed RPG mechanics *(TPS-RPG for PC)*, created mockups, designed a boss fight, brainstormed on quests

LEVEL DESIGNER - CYANIDE STUDIO
Nanterre, FRANCE (October 2014 - April 2015) - Internship
*Game(s) released: **Tour de France 2015**, **Pro Cycling Manager 2015** (Cycling games for PC, PS3, PS4 and Xbox 360)*

- Set up, built and tested 20+ stages for two cycling games, worked on improving internal tools

ACTIVITIES

VARIOUS HOBBIES
(? - 2016)
Writing novels, role-playing, studying world languages and history, travelling, baking

SERVER ADMINISTRATION/DESIGN
(2011/ 2012)
Managed and designed the rules of a minecraft server with +100 concurrent players

EDUCATION

GAME DESIGN - ISART DIGITAL
(2013 / 2016)
Creation of video games, board games and numerous prototypes (PC and Mobile)

Group projects with students from other courses (art, tech, sound, producer...)

SKILLS

LANGUAGES

- Native
- Fluent (C2, TOEIC : 990/990)
- Limited professional proficiency
- Basic knowledge

DESIGN

- Narrative Design and Writing
- Mission Design
- Game Design
  GDD, Balance, Flowchart, FSO...
- Level Design
  Building, scripting, RLD...
- QA Testing / Playtest

TOOLS

XHTML/CSS   C#   .JSON

Unity 5

Unreal Engine 4