

Pauline Marlière

FREELANCE GAME WRITER & NARRATIVE DESIGNER

I am an empathetic storyteller working in the game industry since 2016, 5+ years specializing in the emotional impact of narrative design. My storytelling is as diverse as my characters, creating tender moments and building trust between players and characters.

CONTACT

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SKILLS & TOOLS

Design: Writing (FR/EN) | Narrative Design
Storyboarding | Game Design
Engine: Unreal | Unity
Tools: Twine | Articy | FlowGraph | Not Yet | Celtx | Scrivener | Figma
Microsoft, Google & Adobe Creative suite
Productivity: Slack | Trello | Discord | Notion

PROJECTS AND HIGHLIGHTS

Final Girl

Narrative Designer & Writer | Little Big Monkey Studio | 2024 - Ongoing

Turn based adventure game set in a world inspired by horror movies from the 80's and 90's.

Caravan Sandwitch

Lead Narrative Designer & Writer | Plane Toast | 2023 - 2024

Upcoming exploration and adventure game.

Untitled Visual Novel Project

Narrative Designer & Writer | More Bananas! | 2022 - Ongoing

Upcoming dating sim with a mix of Hibernatus and The Thing.

Panoptic

Art Director & Game/Narrative Designer | Team Panoptes (Co-founder) | 2016-2018

Local VR multiplayer cat and mouse game.

IGDA-F's Next Gen Leader 2023

Recurring jury member, Belgian Game Awards, 2021 & 2023

Women in Games Ambassador since 2017

EDUCATION

2024 | The Narrative Department: Game Writing Masterclass II with Susan O'Connor

2021 | The Narrative Department: Game Writing Masterclass I with Susan O'Connor

2020 | Masterclass in Storyboarding with Copeland Brothers

2011-2016 | Master in Animated Film
ENSAV La Cambre
Brussels

STORYTELLING

- Reworked **story, 25+ characters, and worldbuilding** for *Caravan Sandwitch*. Set a **darker tone** on a colorful adventure. Designed the main quest alongside 10 side quests. Used the dialog wheel to communicate the player avatar's thoughts. Wrote **dialog in French** (40k words), documentation.
- Outlined **story-structure** and wrote **dialog in English** for *Untitled Visual Novel Project*.
- Designed core **environmental narrative** of VR game *Panoptic* with asymmetrical story (players experiencing different stories using same assets). Assisted with art direction, illustrations, GDD.
- **Wrote cutscenes, encounters, short stories, story-concepts, flowcharts, barks, lore entry, and linear/branching dialog** for several indie and personal projects.
- Experience in writing in screenplay format and pitches for short films.
- Created **Storyboard** for Fygostudio, a motion design agency; **focus on visualization, rhythm, and pacing in scenes.**

LEADERSHIP & COLLABORATION

- **Led the narrative team at Plane Toast** working on *Caravan Sandwitch*; initiated meetings, reviewed and revised quests and dialog, scheduled and assigned team's work. Established **a safe space** within the narrative team to allow its members to express themselves freely.
- Coordinated & executed events, workshops, talks in Belgium for Women in Games association; spoke at numerous events & podcasts about art, narrative and design (GDC, Anima, SCAN ULB, Empreinte Digitale).
- Cultivated relationships with **investors and publishers**; pitched concepts, received funding from government funds and publisher.
- Collaborated with cross-functional teams while working on academic and freelance projects, remotely and in-house.
- **Taught** Narrative Design classes at Technocité (Mons, Belgium)

IMPLEMENTATION

- **Implemented quests and dialog** on *Caravan Sandwitch* in Unreal, gave feedbacks on the tools; and improved the pipeline.
- Identified & balanced **level progression** on *Panoptic* and *Caravan Sandwitch*.
- **Organized playtesting sessions** and documented user feedback, bugs, design issues & other aspects of the games I worked on.
- Implemented dialog for *Untitled Visual Novel Project* (Unity) using Articy.
- Worked on *Caravan Sandwitch*'s **Localization Guidelines Document**.
- Level Design contributions on *Panoptic* (Unity) and game designer on learning application *Flowchase*, working closely with programmers.