

# Caroline Bitterly

## Game & Narrative Designer

Hard-working  
Creative  
Conscientious  
Determined  
Eager to learn



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http://carolinebitterly.com

Available for freelance opportunities  
starting August 2023

 /in/carolinebitterly/

References available upon request

## Achievements

- Honoree of Forbes 30 Under 30 Europe - Sports & Games 2023 list.
- Received 16 Awards and 37 worldwide nominations for Game of the Year, Best Narrative and Best Serious Game related to her collaborative work on three AAA and two serious games.
- Grantee of IGDA Foundation's 'Next Gen Leaders' 2023 program.
- Awarded three GDC scholarships in San Francisco: 'Amplifying New Voices 2019' by the Academy of Interactive Arts and Sciences, 'European Women in Games 2017' by King, and the IGDA Foundation's 'Women in Games Ambassador 2016'.
- Completed a bachelor's degree as top of my class and obtained the best grade for my final jury presentation of my dissertation "Gameplay as a powerful narrative tool".

## Work experience

July 2020 -  
Present

### Game and Narrative Designer (Freelance), Worldwide

- **Tailored design** requests (including **Narrative**, **Quest** and **Game Design**)
- **Consulting** and open advising
- Developing **narrative systems**, the story and **universe**
- Game **review** (Game Design, UX, Narrative Design and Content)
- Preparation to pitch content and projects to **game publishers**
- Structuring overall design **processes** and **workflows**

Jan 2018 -  
Dec 2019

### Quest Designer at Guerrilla, Amsterdam | Horizon Forbidden West;

- Built, scripted and bug-fixed **main** and **side quests** using the Decima engine
- Brainstormed and made quest design documents with writing team
- Designed **level** layouts and **combat** encounters
- Oversaw a new **gameplay system** from concept to final implementation
- Assisted animation R&D with **motion capture acting** for NPCs



July 2016 -  
Dec 2017

### Game Designer at Quantic Dream, Paris | Detroit: Become Human;

- Oversaw **nine levels** and their content implementation using **in-house tools**
- Provided **creative storytelling** support and story revision to the **writing team**
- Was in charge of designing **new game features**
- Wrote diversified **design documentation** for SIE Worldwide Studios
- **Co-directed motion capture** shoots



Oct 2015 -  
July 2016

### Lead Game Designer & Narrative Designer | Quur;

A 3D Action-Adventure game that invites players to reflect on violence in games.

Jun-Sept 2015  
Jun-Oct 2014

### Game Designer Editorial at Ubisoft Worldwide Headquarters, Paris;

- Collaborated on the **design direction** of **fifteen first and third party** games
- Did content creation and formalisation for **pitching to top management**
- Wrote content and design **reviews** for Game Directors worldwide
- **Co-directed a Rational Level Design workshop** for **Open World** Directors
- Designed a **competitive mode** for an unannounced project
- Guided the design of demo builds for **E3 Press Conference** and **Gamescom**



Oct 2014 - May 2015 **Game & Narrative Designer | Worship: Sailing Spirits;**  
A Tower Defense game inspired by Native American culture.

March 2014 & March 2015 **Lead Game Designer on two video game prototypes for Gameloft Paris;**  
Projects made in partnership with Supinfogame | Pique-Assiette | No Time To West

July 2013 - August 2013 **Game Developer at the Intelligent System Research Center, Derry, Northern Ireland;**  
Worked on a mobile FPS game from Alpha to release | Circuit Warz

## Education

2014 - 2016 **Master in Game Design and Management at Supinfogame School, Valenciennes, France**  
2011 - 2014 **Bachelor in Game Design and Management at Supinfogame School, Valenciennes, France**  
2011 High School Diplomas: Economics and Social studies and German European Section, Épinal, France

## Key Skills







### Game Design

- Creating Game Concepts adapted to the game's target audience and market.
- Writing clear Game Design Documents (Concept, Controls, Flows).
- Good knowledge of Usability and Accessibility.
- Able to maintain content lists (graphic assets, sound, feedback) for the production.
- Balancing game parameters.
- Knowledge of organization and documentation needed for play testing.

### Storytelling

- Interactive storytelling: simultaneous narrative structures (linear, branching, threaded) and narrative Flow Charts.
- Creative writing: character profiles, backstory, dialogues, world building.
- Narrative system design.
- Quest design: creation of main and side quests, documentation, implementation, objectives writing, quest chain.

## Languages

-  **French:** native
-  **English:** fluent (TOEIC score: 990/990)
-  **Spanish:** fluent (self-taught)
-  **German:** limited working proficiency
-  **Dutch:** limited working proficiency
-  **Japanese:** elementary (self-taught)

## IT Skills

### Scripting



C#



AS3



Maya



3ds Max

### Adobe Suite



Photoshop



Illustrator



Flash



After Effects

### Level Design & Building

- Designing set pieces according to the difficulty curve while keeping player engagement in mind.
- Making clear Level Design Structure Documents.
- In-engine level integration and testing.



Decima



Unity3D



Unreal 4



Sketch'up



GameAnalytics

## Hobbies and Interests

- Video Games, especially the RPG, TPS, Beat'em up, Action, Adventure genres and games with solid storytelling
- Reading Literature (Thrillers, Classic literature), Personal Growth books and Professional workbooks
- Enjoy all forms of art, especially cinema and painting
- Love travelling and learning about foreign cultures and languages
- Interested in Universe Sciences (Quantum Physics, Time, Astronomy)
- Enjoy learning and discovering new things