

Ella Herant



NARRATIVE GAME DESIGNER WRITER

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IN A FEW WORDS

Skilled storyteller, I am committed to bring meaningful stories to life and am looking for my next full-time narrative, game design or writing position.

TRAINING

DIALOGUE FOR FICTION, FILM & THEATRE

Certification | September 2023

UX DESIGN & UX WRITING

Certifications | June-August 2023

TRANSMEDIA STORYTELLING : NARRATIVE WORLDS

Certification | November 2021

MASTER OF ARTS : VIDEO GAMES

Paul Valéry University, Montpellier | 2021

BA DEGREE : VIDEO GAME DESIGN

Paul Valéry University, Montpellier | 2020

HIGHER NATIONAL DIPLOMA : MULTIMEDIA

University of Montbéliard | 2018

SKILLS

- > Scriptwriting
- > Worldbuilding (codex entries, items descriptions, character sheets...)
- > Dialogues writing & barks
- > Game design (overview, 3C, game documentation...)
- > Music producing, lyrics, mixing
- > UX Design & Writing, make a project user-friendly
- > Communication & adaptability
- > Independence, used to remote

IN MY FREE TIME, I...

- ... write (novel, webcomic, RPG)
- ... produce (trap, pop, cinematic...)
- ... meditate, dance, sing
- ... take a walk at sunset or in nature to get inspired (and it works)

EXPERIENCE

FREELANCE NARRATIVE DESIGNER & WRITER

Independent | November 23 - Current

- I offer my services to clients to improve the narrative content of their projects
- Script writing, character sheets and dialogues writing
- Currently working on a Visual Novel

NARRATIVE & GAME DESIGNER

Zero Games Studios | March 22 - September 23

- Worldbuilding, synopsis, narrative content
- Dialogues & barks writing, character sheets
- Design of game mechanics, documentation for production
- Game overview, 3C, gameplay specs, art specs, game loops, user retention
- UI/UX design and wireframes for the teams
- Work with developers, artists, composers and sound designers to ensure proper implementation of specs

WRITER

The Purgatory, Webtoon | 2021, then May 23 - Current

- Writing of the script of a webcomic, cutting into episodes and arcs, dialogues writing
- Creation of character sheets and a project file explaining the lore and rules of Purgatory
- Graphical assistance to the illustrator (logo, coloring, page cutting, storyboarding)

INTERN LEVEL DESIGNER

Ubisoft Paris | May 20 - October 20

- Check of design on professional choreographies
- Shooting + video editing
- Creation of dance movements in software
- Ensuring playability
- Dancing for test, iterations

INTERN WEB EDITOR

Unlimited Pix | March 18 - July 18

- Daily writing of articles on video games and multimedia
- News and trends monitoring
- Community management

GAMES I'VE WORKED ON

- > **Hot Lap Racing**, Zero Games Studios, simcade racing, 2024
- > **Hell Diggers**, The Sandbox, hack'n'slash, 2023-2024
- > **Just Dance 2021**, Ubisoft Paris, dance, 2020
- > **TBA games**, freelance clients, visual novels, 2024