

# HUGO BOCHATON

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[LinkedIn](#)

## NARRATIVE DESIGNER

### SUMMARY

I am a narrative designer focused on handcrafted storytelling. I am currently a Freelancer. I am looking for helping production and use my skills to create emotion and immersion in games and outside.

### EXPERIENCE

#### **Narrative designer freelance** Sept. 23 - Present

- New Tales (March 25 - Present)
  - Narrative designer
- Youtuber (Oct. 24)
  - Scriptwriter
- K5 Factory (Dec. 23 - Jan. 24)
  - Narrative designer/Scenarist

#### **Narrative designer junior** July 22 - Nov. 23

Ubisoft Bordeaux

- Working with other to ensure narration logic in the game.
- Creation of backstories for the universe and various characters.
- Working with writers to make the game world more living.
- Reviewing existing content and taking part in its improvement.
- Creating guidelines to keep a narrative consistency.

#### **Narrative designer & scenarist** June 21 - Nov 21

Pocket Story

### PROJECTS

#### Portfolio here

- **Fading Echo**  
Narrative designer freelance
- **NA projects (2)**  
Narrative designer/scenarist/scriptwriter freelance
- **Assassin's Creed Mirage**  
Narrative designer Junior
- **Ubisoft NA project**  
Narrative designer Junior
- **Love Star**  
Narrative designer & scenarist
- **Writing (Personal project)**  
Writer
- **Hermes (Student project)**  
Narrative designer & scenarist

### EDUCATION

#### **Master's degree Game design** 2017 - 2022

Supinfogame Rubika

- Learned about game design
- Worked on several student projects.
- Learned about crisis management.

### EXPERTISE

- Narrative design
- Integration
- World Building
- Game design
- Level design