

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 improvment.
- 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