

Pauline Marlière

GAME WRITER & NARRATIVE DESIGNER

I am an empathetic storyteller with 3+ years' experience in animation films, advertising and indie games. My storytelling is as diverse as my characters, creating tender moments and building trust between players and characters.

CONTACT

pauline.marliere@gmail.com
+32 (0) 494 76 33 67
<https://paulinemarliere.com>

SKILLS & TOOLS

Design: Writing (FR/EN) | Narrative Design
Storyboarding | Concept art
Game & Level Design

2D Animation (pixel art, traditional)
Celtx | Scrivener | TVPaint Animation
Microsoft, Google & Adobe Creative suite

Engine: Unity | Twine

Productivity: Slack | Trello | Discord | Notion

PROJECTS AND HIGHLIGHTS

**Game/Narrative Design - 2D Art/Animation
Freelance work | 2018 - Ongoing**

Clients in games, film, academia, and advertising.
Goblinz Studio, Fyghostudio, Université Catholique de Louvain, Université Libre de Bruxelles, etc.

**Concept art - Writing - Game/Level design
Panoptic (VR) | Team of 4 | 2016-2018**

Best Mixed Reality
Playcrafting Bit Awards, New York USA 2017
Best Creative & Public's Choice
Indie Games Play, Paris 2016

Jury's Prize, Best Virtual Reality Game, Best Game
Feel — *InnoGames Jam, Köln 2016*

Jury member, Belgian Games Awards 2021

Women in Games Ambassador since 2017

EDUCATION

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

2020 | Masterclass in Storyboarding with
Copeland Brothers

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

STORYTELLING

- Designed core **environmental narrative** of VR game *Panoptic* with asymmetrical story (players experiencing different stories using same assets) without words or dialogue. Assist with art direction, illustrations.
- Crafted game design document, narrative bible, character bios, and worldbuilding for *Panoptic*; **wrote cutscenes, encounters, short stories, story-concepts, flowcharts, barks, lore entry, and linear/branching dialog.**
- Experience in writing in screenplay format and pitches for short films. Casted and directed voice actors.
- Produced 2D traditional animation material and concept art in realistic, cartoonish and pixel art style for advertising, short films, and games.
- Created **storyboard** and **2D animation work** for Fyghostudio, a motion design agency; **understands visualization, rhythm, and pacing in scenes.**

IMPLEMENTATION

- Level Design contributions on *Panoptic* and **lead game designer** on learning application *Flowchase*, working closely with programmers.
- Identified and **balanced level progression** for *Panoptic*.
- Playtested and documented bugs, design issues & other aspects of the games/apps; organized playtesting sessions, user feedback.
- Managed **scheduling and project progress** with Notion, Trello, and Excel; oversaw production efforts on *Scala*, capstone animated short film.

LEADERSHIP & COLLABORATION

- **Spearheading efforts to establish official association for Women in Games Belgium**, working with government agencies (Flega, Walga, games.brussels, Mediarte).
- Coordinated & executed events, workshops, talks in Belgium for Women in Games association; spoke at numerous events & podcasts about art, narrative and design (GDC, Anima, Culture Meetup, SCAN (ULB), Empreinte Digitale).
- Cultivated relationships with **investors and publishers**; pitched concepts, received funding from government fund and publisher.
- Collaborated with cross-functional teams while working on university and freelance projects, remotely and in-house.