

# ALEXANDRE BLANCHAR

GAME DESIGNER - NARRATIVE DESIGNER - WRITER

«Creating for myself is something, but creating for others is even better.»

[My portfolio](#)



## PROFESSIONAL EXPERIENCE

2022-2023 **Augmenteo Society - Lille**

- **Immersive experience using Augmented Reality - Louvre-Lens Museum:** Game and Narrative Designer;  
*Gameplay conception, story writing and QA tests*

2018-2022 **Game Designer and Narrative Designer Freelance**

- **ICAN** (Videogame School): Teacher in Game Design, Level Design and videogame analysis  
- **Clash of Worlds** (Boardgame): Conceptor;  
*Game mechanics and setting creation, testing, correcting*  
- **Les Légendes d'Hyborée** (Live-Action Roleplaying Game): Organiser;  
- **Ludogram** (Visual Novel Studio): Writer;  
*Creating script and gameplay, writing and proofreading*  
- **Les Voies de Vaelrin** (Visual Novel) : Writer;  
- **It's a Wrap!** (Platforming game): Game Designer and Level Designer;  
*Gameplay research and level conception*  
- **Starchain Gazer** (Video Game Studio): Game Designer;  
*Conceptualization of a 4X game on the blockchain.*  
- **Pleyo** (Video Game Studio): Game Designer; *Virtual mini-games using a real trampoline*

2017-2018 (12 months) **Les Coqs-en-Pâte Society - Paris**

- **Educational visit of Alexandre Dumas' castle, Teambuilding Party Games:** Game Designer and Narrative Designer;  
*Gameplays development, playtime management and addition of required items in the softwares*  
- **Le Sceau des Héritiers, Mission Medusa, Inspecteur Scope** (Virtual Escape Game): Game Designer; *Script and minigames creation*

2016-2021 **Rétropolis Production Association - Lille**

- **Altajir Company, VHS** (Short-length movies, Series): Scenarist;  
*Script writing in collaboration with the association*

## PERSONAL EXPERIENCE

- Participation at multiple Game Jams and writing contests via Internet (notably scripts for Video games and Roleplay games)  
- Roleplaying games scenarios: Writing and Mastering - Fantasy and Sci-Fi  
- Creation of four fanworks of the Visual Novel Ace Attorney (Several favorites on the site)  
- Youth work diploma - Summer camp counselor (Rêves de Jeux)

## INFORMATIONS

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[LinkedIn](#)

## TRAINING

Master 2 (Bac +5) -  
Numeric Conception-  
Realisation,  
Game Design  
Specialisation (Pole 3D)

## LANGUES

French (Maternal)  
English (Fluent)  
Spanish (Basis)

## SKILLS

Windows environment  
Mac environment

Unity  
CeltX  
3D Softwares  
(3DS Max, Maya)  
Adobe Suite  
(Photoshop, Illustrator,  
After Effect, Audition)  
Office

Excellent independence  
Like teamwork  
Creative force  
Great versatility  
Determined  
Spirit of initiative