

Anthony Jauneaud

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- ★ Narrative designer, game designer, writer, localisation coordinator.
- ★ Writing and editing in French (native) and English.
- ★ Experienced with Microsoft Office, Scrivener, Final Draft, Visio, Axure, creating wikis, Twine, Ink...

| Experience

Since I started in the industry in 2009, I developed worlds and characters, wrote dialogues and scenes, designed systems and improved usability, coordinated localization, worked with other team members or clients to fulfill the project's vision.

- Since 2017 **Writer, designer, localisation coordinator** on *Night Call* (published by Raw Fury, [trailer](#)).
- 2016–2017 **Narrative designer & writer** on *Dead Island 2* at Sumo Digital (published by Deep Silver).
- 2014–2016 **Narrative designer** at Asobo Studio on *Fragments, Holotour* (for Microsoft Hololens), *A Plague Tale: Innocence* (published by Focus, [trailer](#)).
- 2015 **Scriptwriter** on *Les Bienfaiteurs*, a six-episode TV show for Kam&Ka Production.
- 2013 **Game designer + PR** on *HarshQuad* at Monkey Moon (Windows Phone).
- 2009–2014 **Narrative designer + loc coordinator** on *O.zen* at Ubisoft (PC/Mobile).
- 2009 **Scriptwriter** on *Oscar & Co*, a cartoon TV show for TF1, TeamTo, and Cake.
- and also... **Teacher** at YNOV Campus: narrative design and interactive writing.
- Freelance narrative + game designer + copywriter** for Ubisoft, Neotrope, France Televisions, Aldebaran Robotics, Les Tilleuls, Clic & Walk...

| Personal Works

Writing is a passion and as often as possible I dedicate time to personal projects: novels (three times NaNoWriMo winner), short stories, microfictions, game jams... I also did several talks all about narrative design and narration in games.

- 2017 *Drakkar*, a novel (NaNoWriMo 2016, in French).
- 2015 *Milkdragon*, a fantasy novel (NaNoWriMo 2013, in French).
- 2014 *Chroniques des temps perdus*, short stories ([link](#), in French).
- 2014 *{TITLE}*, a short narrative game ([link](#), in English).
- 2013 *Mâche Fiction*, short stories ([link](#), in French).
- 2011–2016 Editor-in-chief for Merlanfrit, a video game website ([link](#), in French).

| Education

- CEEA**
2007–2009 European writing school, state-recognized professional scriptwriter for television and animation (Master).
- EICAR**
2003–2006 French cinema school. Editing, directing, acting, writing... on more than 20 projects (Bachelor of Fine Arts).