

Profile

Game designer and specialist in interactive storytelling, with over eighteen years of experience in narrative design, game design and bilingual writing. Passionate about crafting immersive worlds, scriptwriting and knowledge sharing, I collaborate on youth, literary and video game productions while exploring new narrative and multimedia forms.

Literary Works

- 2025 **ENQUÊTE DE PEUR (T4) LE CHARDON ET LE SPECTRE VERT** (Author) - Éditions Fides
- 2025 **ENQUÊTE DE PEUR (T3) L'OMBRE ROUGE** (Author) - Éditions Fides
- 2024 **ENQUÊTE DE PEUR (T2) LA DAME BLANCHE** (Author) - Éditions Fides
- 2024 **ENQUÊTE DE PEUR (T1) LE FANTÔME** (Author) - Éditions Fides
- 2015 **CET OBSCUR OBJET DU DESIGN** (Essay Author) - published in the collective work - *Angles Morts* - (under the direction of Vincent Paris) - Éditions XYZ 2015

Professional Experience

- 2024-2023 **SENIOR GAME DESIGNER - AMBER STUDIO** (Québec)
- Creation of game features promoting engagement and retention.
 - Writing pitch documents, presentations and narrative content.
 - Close collaboration with multidisciplinary teams to ensure coherent project vision.
- 2023-2020 **LEAD GAME DESIGNER - SARBAKAN** (Québec)
- Supervision of the creative aspect on various internal projects.
 - Support and mentorship for junior designers.
 - Ensuring alignment between creative vision and production goals.
- 2023-2016 **SENIOR GAME DESIGNER - SARBAKAN** (Québec)
- Narrative design, dialogues, character arcs and immersive mechanics.
 - Research and integration of player feedback into the design cycle.
- 2014-2006 **GAME DESIGNER - LONGTAIL / UBISOFT** (Québec)
- Design of mechanics, systems and scenarios for mobile and online games.
 - Contribution to storytelling and scenario development.

Teaching Experience

- 2025 **FRENCH TEACHER** - École Secondaire Polyvalente de Neufchâtel and Cardinal Roy (Québec)
- 2011 **NARRATIVE STRUCTURE TEACHER** - Cégep Limoilou (Québec) - Teaching of screenwriting and narrative structure in video games.

Conferences & Public Speaking

- 2024 **CREATING A SCARY STORY** (Youth workshop on horror literature) - Salon du Livre de Montréal
- 2023-2022 **CINEMA AND THE AESTHETICS OF VIDEO GAMES** - Laval University
Design and presentation of a session on connections between cinema, literature and video games.
- 2023-2022 **DURASSIAN LEGACY** - Laval University
Participation in a seminar on the video game *Bientôt l'été* and *Moderato Cantabile*.

Education

LAVAL UNIVERSITY (Québec) - Bachelor's Degree in Literature and Film Studies