

# CHRISTOPHE BETTEZ

## NARRATIVE GAME DESIGNER & WRITER

[Email](#) | [Portfolio](#) | [LinkedIn](#)

Quebec, Canada | (418) 717-3507

### EDUCATION

#### MASTER'S DEGREE IN LITERARY STUDIES

Université Laval | 2020 – 2022

Dir. Neil Bissoondath & Jonathan  
Livernois

#### BACHELOR'S DEGREE IN LITERARY STUDIES

Université Laval | 2017 – 2020

### LANGUAGES

ENGLISH  
FRENCH

### SKILLS

NARRATIVE DESIGN | GAME DESIGN  
CREATIVE WRITING | EDITING  
INTERACTIVE STORYTELLING  
COMMUNICATION | TEAMWORK

### PROGRAMS & SOFTWARE

UNREAL ENGINE 5  
MICROSOFT OFFICE  
JIRA  
CONFLUENCE  
PERFORCE  
TWIN

M.A. in Literary Studies, formerly Narrative Game Designer at **Behaviour Interactive** on *Serious Sam: Shatterverse*. 7+ years of writing and design experience in games and immersive events across various industries. Currently teaching Literature. Enormous fan of *Disco Elysium*.

Secretly a Cthulhu cultist.

### WORK EXPERIENCE

#### NARRATIVE GAME DESIGNER | *SERIOUS SAM: SHATTERVERSE*

Behaviour Interactive | Internship, Dec 2023 – May 2024

- Wrote 13,000+ words of dialogue
- Designed several narrative systems for Unreal Engine 5
- Worked with the Creative Director to create narrative documentation, including a story bible & character sheets for all Serious Sams and main villains
- Worked with a multidisciplinary team to integrate narrative elements into the game

#### LITERATURE TEACHER

Cégep de Sainte-Foy, Cégep Garneau | Sep 2024 – Present

#### AUXILIARY TEACHER IN CREATIVE WRITING

Neil Bissoondath | Université Laval | Jan – Apr 2022

#### NARRATIVE & AUDIO DESIGNER

SOS Aventures (escape rooms) | Nov 2019 – Present

- Wrote the voice-acted segments for 7 escape rooms covering a wide range of themes
- Cast & directed English & French voice actors
- Created a complete soundtrack for each room

#### LEAD WRITER | 25+ IMMERSIVE EVENTS

LUMA (live-action roleplaying events) | Feb 2018 – Sep 2023

- Wrote 1000+ pages of script
- Created an entire in-game universe
- Designed main & side quests
- Created character sheets, in-game documents, & lore

#### WRITER | 20+ IMMERSIVE EVENTS

Duché de Bicolline (live-action roleplaying events) | Sep 2017 – Sep 2020

- Wrote 800+ pages of script
- Designed main & side quests
- Created character sheets, in-game documents, & lore
- Created social media content to tease & advertise events

### BOOK

#### *LUNCHS RÉINVENTÉS* | ÉDITIONS QUÉBEC AMÉRIQUE, 2017

- Winner (Canada), Gourmand Awards
- Finalist, Taste Canada Awards