

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

TWINE

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

Secretly a Cthulhu cultist.

WORK EXPERIENCE

NARRATIVE GAME DESIGNER | UNANNOUNCED GAME

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
- Worked with a multidisciplinary team to integrate narrative elements into the game

LITERATURE TEACHER

Cégep de Sainte-Foy | 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