

GRIMEAU PHILIPPE

Game Writer & Narrative Designer

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SUMMARY

Journalist then **storyteller, creative & UX writer** with more than **15 years of experience** in advertising, communication, marketing, digital and events. I recently **moved** to the **video game industry** in 2020 and **completed** a series of **training courses** to **optimize my skills**. Today, I'm looking to challenge myself again and **join** a game **developer** in order to continue to improve my **know-how, learn new crafts** and methodologies and actively **contribute** to the **success** of the **game** and the **studio**.

PROFESSIONAL EXPERIENCE

2020- **Game Writer - Narrative Designer** |

20xx Writing & Designing narrative / interactive stories.

PROJECT : Vege2Buds (game in development): **defining the overall vision** of the game, band implementing the **narrative pillars**, establishing its **themes, tone & writing style**.

Integration of **narrative elements** using the **game's systems**, setting, environmental narrative and gameplay mechanics. Creation of **character names, mindset** and **trajectory** (PC/NPC), **script & plot writing, worldbuilding**. Incorporation of **narrative beats Vs. levels of the game**, writing of empathetic **dialogues, quests** and all **game content**.

Briefing & **supervision** of **voicing**, acting and perf/mocap. **Updating** of **normative documentation** and **synthesis** of **feedbacks** for the optimization of the game and its processes

2005- **Copywriter – Storyteller / Content & UX Writer** |

20xx Research & development of strategies / creative & narrative concepts On/Offline.

Strategic marketing / Operational marketing. Conception and crafting of brand / product / 360° communication campaigns through an adapted storytelling. Definition of appropriate media (Print/Digital/TV/Radio/Event/(D)OOH). Content writing. Tailoring of content to different sectors & industries

2004- **Professor of History-Geography / French**

2006 Teaching & test preparation. Taught generalist and sports classes from 4th to 12th grade.

2003- **Journalist / Freelancer**

2005 PQR and magazine journalism. Editorial, editorial angle, writing of articles, files, ITW, mood bills, investigations. Multi-sector & multi-thematic

STUDIES & SKILLS

2022 **UX Writing Training** (Laptop)

2021 **Game Design Training** (Gaming Campus)

2021 **Video Game Marketing Training** (Gaming Campus)

2020 **Script Writing Training** (Louis Lumière)

2020 **Training Mangaka / Japanese Animation** (AAA Paris)

2013 **Training Social media manager / CM** (CCM Benchmark)

2003 Journalism school / Communication

2001 History degree

1997 Literary Baccalaureate

Game Engine | Unity / Unreal Engine 4

Software | Word, Excel, PowerPoint, Twine, Photoshop, Illustrator, InDesign, Mural, Figma

Languages | French (native), English (advanced), Italian / Spanish (basic)

Soft skills | Communication, Teamwork, Autonomy, Curiosity, Adaptability, Creative, Audacity, Problem-solving, Time management, Attention to detail