

Florence Rivières

Game Writer

rep. Julie Finidori Agency

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Bordeaux, France

Narrative Designer and published Writer, I was trained in theater and screenwriting before moving on to the video games field. My core focuses are thematic cohesion and worldbuilding depth. I have a knack for SF, Fantasy & historical fiction but am open to any game with strong thematic ambitions.

Skillset

Worldbuilding
Character development
Cutscenes & dialogue
Environmental storytelling
Script doctoring

Actor Direction
Quest design
Branching storytelling
Ink / Twine
Jira / Perforce

French (native)
English (fluent)

Unreal (beginner)
Unity (basics)

Experience

Ubisoft Bordeaux – Ghost Recon Wildlands: Last Rites (English) – 2026 (4 months)

NARRATIVE DESIGNER / GAME WRITER

Reference: Narrative Director rik.godwin@ubisoft.com

- Systemic dialogue system & writing, Faction development, Voice actor direction

Brassart School – 2024-2026 (ongoing)

NARRATIVE DESIGN TEACHER

Ref: Head Teacher p.osseland@brassart.fr

Darjeeling/Arte Interactive – "The Merlies" (English) – 2024-2026 (2 years, 2 months)

NARRATIVE DESIGNER / GAME WRITER

Ref: Lead ND contact.raqueldemiranda@gmail.com

- Wrote 80% of the game. Dialogue & Cutscene, Quest design, Character development, Environmental storytelling

Ubisoft Mainz – "Anno 117 – Pax Romana" (English) – 2023 (6 months)

JUNIOR GAME WRITER

Reference: Associate Producer toober.nguyen@ubisoft.com

- Character development, Voice lines & Cutscenes Writing, Flavor & Fluff text, implementation

Éditions Fièr.es – "À la fin, nous ferons histoire" (French) – 2024 (2 months)

SENSITIVITY READER

Reference: Editor melanie@editionsfieres.com

Sans Vouloir vous Dérange – "None taken" – romantic comedy webseries (French) – 2018-2020

SHOWRUNNER - SCRIPTWRITER

- Coordination of a 31-people team, adaptation of the script to technical constraints
 - Editing of half the episodes (Première Pro), English subtitles (translation and implementation)
- Official selections: Houston webisode film festival (2019), Medellín Festival Internacional de Series Web (2018)

Published literary works

- *Tu n'auras pas mon silence*, 2024, **Hachette Marabout** – Graphic novel, 136 pages

– Nominated for: Caisse d'Épargne & Young Talent Horizon grants (BD Boum Festival 2020 & 2021), Prix Artémisia 2025

- *Le Silence des Autres*, 202X, **to be published, NDA** – Fantasy, Novel

– This novel was one of the laureates of La Martinière J. Fiction & Librinova 2021 contest

- *Coquille d'œuf*, 2025, **Seuil Jeunesse** – Novel

- *Brodeuse*, 2027, **to be published, Seuil Jeunesse** – Picture Book

- *La Chambre aux scellés / evidence room*, 2025, **Éditions Blast** – Poetry collection

- *Domvoya*, in *Automne Ensorcelant*, 2025, **Éditions du Chat Noir** – Cosy fantasy, Short story

- Poems in several magazines & anthologies: **Revue Nyx**, **Revue Version Originale**, **Revue Sœurs**, *Lettres d'Hivernage* by **Éditions La Kainfristanaise**, **Querencia Press**...

- *Aller et retours*, in *À Table*, 2024, **Revue Flâneries** – Short story

- *Les Disparus de Laquis*, in *Inclusives*, 2024, **ABC Éditions** – Historical fantasy, Short story

- *Préserverées*, in *Les Chroniques de Kin*, 2024, **Ed. Héros en Stock** – Dark fantasy, Short story

- *Froids*, in *Fragments*, 2023, **Éditions Entropie** – Short story

EDUCATION

Unreal – Les Gobelins, Paris, 2025

Narrative Design – Passenger, Pixelles Montreal, 2021

Screenwriting – Courts-On, Scénario au Long Court, 2022-23

Creative Writing – Anaël Verdier School, 2016-17

Theater – Demain le Printemps – 2018-19

Philosophy – Paris 1 Panthéon-Sorbonne – 2015

HOBBIES & VOLUNTEERING

Committee & Sensitivity Reader (YBY Éditions, WIG)

TV Series (Crazy Ex-Girlfriend, Black Sails, Mushishi)

Video games (Guild Wars, Zelda OoT, Epistory, Disco Elysium)

Game jams (Writer, inkJam 2021)

Boardgames (Scythe, Firefly, Terraforming Mars, Hero Realms)

Tea (Gong fu Cha, Chanoyu) archery and hitchhiking