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

Worlbuilding	Actor Direction	French (native)
Character development	Quest design	English (fluent)
Cutscenes & dialogue	Branching storytelling	
Environmental storytelling	Ink / Twine	Unreal (beginner)
Script doctoring	Jira / Perforce	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
• Ownership on systemic dialogue, Faction development, Voice actor direction, Fluff & UI text

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

Brassart School – 2024-2026 (2 years)
NARRATIVE DESIGN TEACHER Ref: Head Teacher p.osseland@brassart.fr

Éditions Fièr.es – "À la fin, nous ferons histoire" (French) – 2024 (2 months)
SENSITIVITY READER Reference: Editor melanie@editionsfieres.com

Sans Vouloir vous Déranger – "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), Medellin 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 **Editions La Kainfristanaise, Querencia Press**…
• *Aller et retours*, in *À Table,* 2024, **Revue Flâneries** – Short story
• *Les Disparu·es de Laquis*, in *Inclusifves,* 2024, **ABC Éditions** – Historical fantasy, Short story
• *Préservées*, 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