Florence Rivières

Narrative Designer & 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 ambition.

Skillset

Creative Writing	Actor Direction	French (native)
Worldbuilding	Quest design	English (fluent)
Narrative Design	Branching storytelling	
Environmental storytelling	Ink / Twine	Unreal (basics)
Character Development	Jira / Perforce	Unity (basics)
Script Doctoring	Localization / Translation	

Writing & ND Experience

Neuromixity – Unannounced project (English) – from sept. 2026 (ongoing)
INTERACTIVE FICTION WRITER Reference: CEO pierre.escaich@neuromixity.com
- Character development
- Writing of multi-choice stories centred on neurodiversity

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 + Fluff & UI text
- Contributed to new faction development as part of worldbuilding
- Helped with voice actor direction

Darjeeling/Arte Interactive – "The Merlies" (English) – 2024-2026 (2 years, 2 months)
NARRATIVE DESIGNER / GAME WRITER Ref: Lead ND contact.raqueldemiranda@gmail.com
- Quest design (golden path & side quests)
- Character & story development
- Worldbuilding & Environmental storytelling
- Wrote about 80% of in-game text (dialogue, cutscene, UI text)
- Helped directing voice actor

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 in-engine
- Relevant historical research

Tea, Hide and Seek – interactive fiction (English) – 2021
GAME DESIGNER / GAME WRITER
- Narrative design & communication tools with the artist
- Writing all texts (prose & dialogue)
- Balancing choices & nine possible endings

Sans Vouloir vous Déranger – "None taken" – romcom web series (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)

Je Suis Un Renard – "I am a Fox" – short film (French) – 2017
SCRIPTWRITER / DIRECTOR
- Script, shot list and directing of an experimental, exploratory poetic short film made in Iceland.

- Official selections: Poesia Festival 2024, Festivale di u filmu cortu Les Nuits MED, cat. "Young directresses" 2018

Réminiscences – "Recollections" – short film – 2014
SCRIPTWRITER
- Script and shot list for a poetic, allegorical short film

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Published literary works

• *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
• *Brodeuse*, 2027, **Seuil Jeunesse** – Picture Book
• *La Chambre aux Scellés / evidence room*, 2025, **Éditions Blast** – Poetry collection
• *Coquille d'œuf,* 2025, **Seuil Jeunesse** – Novel
- Short-listed for: Prix Franco-Allemand pour la littérature de jeunesse 2026, Prix Bermond-Boquié 2027, Prix Coup de Pouce 2027
• *Tu n'auras pas mon silence*, 2024, **Hachette Marabout** – Graphic novel, 136 pages
- Short-listed for: Caisse d'Épargne & Young Talent Horizon grants (BD Boum Festival 2020 & 2021), Prix Artémisia 2025
• Poems in several magazines & anthologies: **Ed. La 21e Saison**, **Revue Nyx**, **Revue Version Originale**, **Revue Sœurs**, *Lettres d'Hivernage* by **Editions La Kainfristanaise**, **Querencia Press**…
• Short stories in several magazines & anthologies: **Éditions du Chat Noir**, **Revue Flâneries**, **ABC Éditions**, **Héros en Stock**, **Éditions Entropie**…

Other Work Experience

TEACHER – Narrative Design
• **e-artsup Bordeaux** (2026-2027)
• **Brassart Bordeaux** (2024-2026)

TRANSLATOR EN > FR
• **Éditions Leduc** – *Polysecure* by Jessica Fern (to be published in 2027)

SENSITIVITY READER
• **Éditions Fièr·es** – *À la fin, nous ferons histoire* (2024) – focus: representation of trans and non-binary people
• **YBY Éditions** – *Le Chemin des Songes Perdus* (2025) – focus: representation of diverse mental health issues and bisexuality

SCRIPT DOCTOR
• **Les Artpie'Cultrices** – Theater & performing arts productions (2021-2025)
• Beta-reader for independent writers, mostly in the fantasy & sci-fi genres.

PROOFREADER
• **Tirages de Tête** – L'Hôtel Imaginaire (2024)
• **Hachette Marabulles** – Robert Badinter (2024), Congé Pat (2025)

ASSISTANT DIRECTOR & PRODUCER
• **Des Gens Bien Prod** – Short films focused on emotions and character relationships (2015-2016)
• **Fiction Play Studio** – Short films inspired by geek culture (2017)
• **Paradoxal** – Urban fantasy webseries (2017)

PRESS WRITER
• **Japan Lifestyle**, **Animeland**, **JustFocus** (2015-2016)

EDUCATION

Unreal – Les Gobelins, Paris, 2025
Narrative Design – Passenger (2021), Pixelles Montreal (2021)
Screenwriting – Courts-On (2023), Scénario au Long Court (2022)
Comic Script Writing – Académie Brassard Delcourt (2018)
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, Andor)
Video games (Mostly indie titles, but I grew up on Guild Wars & Zelda OoT)
Game jams (Writer, inkJam 2021)
Boardgames (Scythe, Firefly, Terraforming Mars, Hero Realms)
Tea (Gong fu Cha, Chanoyu) hitchhiking & archery
Historical Reenactment