

Anthony Jauneaud - Freelance Writer, Narrative Designer & Localization Coordinator

When do you hire a narrative designer? How do you work with them and how are they going to work with you? More importantly; WHAT the heck is a narrative designer?

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background: #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /**/
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Anthony studied cinema and screenwriting before moving on to video games. He worked as a Narrative Designer at various companies such as Ubisoft, Asobo, or Sumo Digital. Recently, he released Night Call with Monkey Moon. Now, he's a teacher and works as a freelance writer and narrative designer.





17 décembre 2019
16h - 16h45