

SARAH BEAULIEU

Writer | Narrative designer

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I tell stories for screen, game, stage, paper, and other hybrid formats.
My main inspirations come from literature, cinema, video games, the 19th century, conversations with robots, and space exploration. One day, I will build a little house on Mars.

RECENT EXPERIENCES

WRITER | **Ubisoft** | Beyond Good & Evil 2 - Oct. 2019/Oct. 2020

I worked on *Beyond Good & Evil 2* with a team of +250 people. My main missions included writing dialogues, characters bios, story beats (exclusively in English), as well as working on the world building and world logic in direct collaboration with the associate creative director, the IP team and the game team.

Among other tools for writers and narrative designers, I created the concept of *Story Shots*: short stories happening in the world of BGE2, sent to the whole team everyday, in order to communicate on world building and story elements. I also had the opportunity to work on the casting and co-direct English speaking actors with Side Studio.

WRITER / NARRATIVE DESIGNER | **Cinétévé Expérience** | Ego - 2020

I am currently writing and working on narrative design with Alexandre Perez for a VR narrative experience set in the 90's, produced by Cinétévé Expérience.

WRITER | **Papy 3D Production** | Gwar'ch - 2020

I am currently writing with Sarah Van Den Boom (nominated for the Best Short Film at the Cesars 2018) on a stop motion animated short movie produced by Papy 3D Production and France 3.

NARRATIVE DESIGNER / WRITER / SCRIPT DOCTOR | **Old Skull Games** |

Detective Jackie: Mystic Case - Apr. 2019/Sept. 2019

I started with working on an existing script for a time management/detective game. I rewrote it entirely with the French team and the editor (GameHouse). I wrote 160 short cinematics, in-game dialogues, and worked closely with the game designers on narrative design. I also created an interactive bible for the story world.

TEACHER IN STORYTELLING, WORLD BUILDING AND TRANSMEDIA |

Bellecour École | **Game Sup** | **Atre** | **Aquarium Ciné-Café** - Since 2018

I give regular classes in graduate schools specialized in video games, cinema or theater. Courses include basic technics on storytelling (writing dialogues, creating characters, designing a plot...), how to analyze scripts, world building, ARG design, visual culture... I give some of these courses entirely in English.

TRANSMEDIA WRITER / STORY EDITOR | **Carbone, Fauns** - Sept. 2016/July 2017

I wrote for the transmedia magazine *Carbone* ; both fiction and non fiction. Among other missions, I worked with other writers to help them with the transmedia conception of their universe on both web and paper. I also wrote short stories and concepts for games, and created transmedia tools (interactive bible).

WRITER / DIRECTOR | **Independant** - Since 2009

I have worked with independant directors, writers, productions, studios, for the last ten years. My portfolio includes multiple media and formats (games, short movies, virtual reality, plays, web documentaries, exhibitions, short novels, design fiction, commercials, corporate movies, web programs...)

A few years ago, I wrote two plays, *Le Fou, la Tour et le Cavalier* and *Les Ancêtres Dington*, for which I managed every aspect of the production, from casting to stage direction. I also write short stories and was published recently in the French literature magazine *Quinzaines*.

READER / SCRIPT DOCTOR | **Independant** - Since 2017

As a side activity, I read, analyse or rewrite scripts for producers, directors, writers, festivals, residencies (recently for *SoFilm Canal+*, *Duno Films*, *Paris Courts Devant*, *Les Storygraphes*...)

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OTHERS

Co-creator | **Kino Lyon** (production and diffusion of short movies) 2017-2019

Active member | **L'Accroche Scénaristes** (association of screenwriters for which I created and managed public readings of movie scripts)

Member of the jury for video games production | **Commission Auvergne Rhône-Alpes** (agency responsible for the production of video games) 2020

Member of the jury for video games production | **Pictanovo** (agency responsible for the production of video games) 2020 - 2023

Member | **Lecteurs Anonymes** (association of professional script doctors and professional script readers)

Creator, writer, editor | **Métafictions, Le Narratoire** (websites dedicated to fiction and short stories)

EDUCATION

Master's degree in **Interactive writing and Transmedia** (2017), Lyon 3 (France)

BA degree in **Cinema and Theater** (2008), Lyon 2 (France)

+ Masterclass **The Rules of Drama** (Yves Lavandier)

Masterclass **Dialogs Writing for Movies** (Jean Samouillan)

Masterclass **Interactive Writing** (Florent Maurin, The Pixel Hunt)

LINKS

Click to access:

LINKEDIN

PERSONAL WEBSITE / PORTFOLIO (French only, English translation will be available soon)

RECOMMANDATIONS & PEOPLE YOU CAN CONTACT

Olivier Blin, World Content Director, Narrative Director, Ubisoft.

olivier.blin@ubisoft.com

"Sarah is a very valuable and reliable writer.

I had the pleasure of working with her for a year as Narrative Director on Beyond Good & Evil.

She is wonderful to work with and has solid expertise in both world building and narrative design.

She is dedicated, self-motivated, methodical and very creative.

Always capable of adapting to new working environments."

Emile Morel, Associate Creative Director, Ubisoft.

emile.morel@ubisoft.com

Nicolas Brière, CEO and Creative Director, Old Skull Games.

Contact: +33 6 83 28 92 02 / nbriere@oldskullgames.com

"Sarah has been a writer and narrative designer at Old Skull Games for the last 8 months, and I can already tell that she'll go to infinite and beyond inside our amazing industry. Sarah had the difficult task to write a story for our last investigation game (Detective Jackie), by taking in account a tremendous number of constraints: storyline, visual assets limited scope, technical framework limitations, our client feedbacks; while finding ways to keep the player excited and engaged. Because of all these strict constraints, this game development has been a whole journey, with so many new directions from the management and the publisher, requiring a lot of flexibility, patience, but also creativity and rationality in order to adapt the story. The result says it all: thanks to Sarah, we've released an amazing narrative investigation game reaching millions of players. On top of that, Sarah has been an amazing and very sympathetic co-worker, super involved and integrated in the team. I highly recommend Sarah, even if she doesn't need it, and I'm at your full disposal if you have any question about our collaboration. Please don't hesitate to email me or give me a call!"