

NATACHA HENTZIEN

Senior Narrative Designer

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📍 Mainz, Germany

SUMMARY

With over a decade of professional narrative design experience, my skillset includes designing and implementing narrative systems, developing complex storylines, character and worldbuilding. With additional experience in tools and systems design, I specialize in crafting player-driven narratives in immersive worlds.

EXPERIENCE

Ubisoft Mainz

Senior Narrative Designer

2023 - Present

Anno 117 - Pax Romana

- Design of a new visual scripting tool for narrative content, and driving its development.
- Design of all character islands (concept, layout, detailed building list and landmarks)
- Design and implementation of branching storylines using new proprietary tool
- Recruitment and onboarding of new team members
- Presentation and communication with stakeholders

Narrative Designer (Acting Lead)

2020 - 2023

Anno 1800 (Post Launch)

- Complete Worldbuilding for Land of Lions DLC: timeline, island design and layout, character design. Designed and implemented visual evolutions for each island fitting the location's arc.
- For Land of Lions DLC, design and implementation of emotionally engaging and branching storylines, that included diegetic choices leading to visual and gameplay impact
- Creation of a fictional language, used in deciphering quests
- Design and implementation of branching questlines for High Life and Tourist Season DLCs
- Promotion to Senior title and acting Lead role for 1,5 years on post launch
- Recruiting, mentoring and onboarding of new team members
- Refining narrative pipelines and created task templates per feature, which increased overall efficiency and enhanced collaboration with production team
- Narrative direction for the new Scenario game mode: guidelines, format, objectives
- Narrative design for the first Scenario Eden Burning, guiding role on the other scenarios
- Prototype of new sandbox mechanics (exploration rewards & quests, fishing minigame)

Junior Game Designer

2016 - 2020

Anno 1800 (Main Prod + Post launch)

- Assisted Direction and leadership with historical research and conception of the narrative framing of the game. Proposed features and mechanics grounded in our setting
- Worldguide in tandem with the Creative Director: world timeline, main storyline, design of all characters (background, motivations, visual identity, relationships overview chart)
- Campaign structure overhaul proposal, and design of chapters 1 & 2 with detailed flowchart
- Conception and documentation of all game mechanics in tandem with leadership
- Organization of our internal wiki and establishing documentation templates. This organization was praised by our stakeholders and carried over to Anno 117
- Ownership of a new pool of content-rich and narrative-driven features about culture: Attractiveness, Tourism, cultural buildings, ornaments, monuments, Items. Conception of the cultural loop, design and documentation, implementation with proprietary tools
- Leading various feature teams and close collaboration with Production team
- Content design of 1600+ items, cultural buildings, ornaments, monument events

EDUCATION

DSK Supinfogame

Pune, Maharashtra, India

Master's Degree in Game Design & Project Management

2012 - 2014

🏆 Certificate of excellence

Université Lille 3

Lille, France

Master's Degree in Egyptology

2010 - 2012

KEY ACHIEVEMENTS

★ Championed innovative storytelling techniques

Created content forwarding interaction with the game world, building a new quality standard for Anno

🛠️ Increased the efficiency of the narrative team

Designed a tool that reduced implementation time by 3, enabled intricate and specific implementations while improving quest stability

📖 Delivered acclaimed game world

Crafted the backstory and geography for Land of Lions DLC, acclaimed for its rich lore and strong identity

SKILLS

Narrative Design

Narrative Systems
Scripting of content
Branching Narrative
Worldbuilding & Lore
Story Structure
Character Development & Arcs
Quest / scenario Design
Storyboarding
Voice acting Direction

Narrative Leadership

Pitching and presentations
Narrative Pipelines
Cross department collaboration
Mentorship

Tools / Softwares

JIRA Photoshop
Confluence Powerpoint
Excel Miro

LANGUAGES

English (professional proficiency)
French (mother tongue)
German (intermediate)

INTERESTS

Gaming, travel, watercolor, reading