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**Alex
Concheri**

Birth: 11/02/1989 (Soissons, France)

B driving license

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Work Experience

- 2024 – *Present* **Game Designer – *Alzara: Radiant Echoes***
Studio Camelia, Remote
- 2022 – 2024 **Narrative & Game Designer – *RecovR / Alix & Yanis***
The SEED Crew, Toulouse
- 2018 – 2021 **Game & Narrative Designer – *Hawken Reborn***
DR Studios, Milton Keynes, UK
- 2018 – *Present* **Teacher: Game & Narrative Design**
Master MAJIC, Université Côte d’Azur
Bachelor Conception de Jeu Video, ETPA Toulouse
BUT MMI, Université de Clermont-Auvergne
Bachelor Jeu Video, LISAA Bordeaux
- 2017 – *Present* **Writer**
Jordh’s Chronicles – A trilogy of fantasy novels (work in progress)
Tabletop RPG supplements – Les XII Singes
Essays – Casus Belli
- 2016 – 2017 **Lead Narrative Designer – *Stellar Overload***
Cubical Drift, Cannes
- 2015 – 2016 **Quest & Level Designer – *Shiness: The Lightning Kingdom***
Enigami, Tourcoing
- Teacher: Narrative Design**
The Open Design School, Paris
- 2013 – 2015 **Game Designer & scripter – *Divinity: Original Sin***
Larian Studios, Ghent, Belgium
- 2013 **Game Designer – ARG *Le 356^{ème} jour*, Paris**

Education

- 2011 – 2013 **Bachelor – Project Management in the Video Game Industry**
Institute of Multimedia and Internet (IIM, La Défense, Paris)
Training report: A / Oral examination: A-
- 2010 – 2011 **Second-year degree course – English language and literature**
Charles de Gaulle University, Lille 3
- 2007 – 2010 **BA degree – Computer Science**
Science and Technology University, Lille 1

Interests and personal skills

- Reading and watching movies & series** (Science-fiction, Cyberpunk, Fantasy, Fantastique...)
Playing video games (RPGs, strategy games, platformers...)
Mastering Pen-and-paper RPGs (*Call of Cthulhu*, *GURPS*, *Numenera*, custom RPGs...)
Traveling and discovering (Canada, Germany, Japan, Greece, Iceland,...)
Rock climbing