SYLVAIN BLANCHOT

SCREEN & GAME WRITER NARRATIVE DESIGNER <u>SCRIPT</u> DOCTOR

Strong hybrid experience between game design and new forms of Film writing, I use storytelling to engage the player on emotional journeys



ArtFX SCHOOL

• **CURRENTLY:** Teaching Storytelling & Narrative Design.

FREELANCE NARRATIVE DESIGNER

• VISION(S) (2021) Interactive movie for the Snax app - scriptwriting & puzzle design.

• MELOMANIAC (2021) Interactive movie for the Snax app - scriptwriting & puzzle design.

• RUBYSTREET (2020-2021)

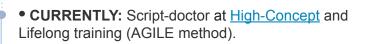
Game & Narrative Designer for a mobile game (still in development) based on Pokemon Go style and using augmented Reality.

• A PIANO TALE (2019-2020)

Quest & Narrative Designer - Indie adventuregame (Pianogostudio) - still in development.

BELLECOUR SCHOOL

• **BELLECOUR ÉCOLE (2016) :** External contributor - Master Game Design (3rd year).



- BILLY GUITAR (2022) Writer - Novel. Horror – Studio 5 Éditions. Code ISBN : 978-2-492631-30-6.
- **MIRROR (2020)** Writing bible for audio series for the platform Audible (AMAZON).
- COLD TRACK (2019)
 Screenwriter Short Film. Crime fiction (English).
- MURTON CAVES (2018) Screenwriter - TV Pilot (English).
- L'ENTREPÔT (*The Warehouse*) (2015) Writer. Short Story. e-Book.
- LE CORBEAU (*The Blackmailer*) (2014) Screenwriter - Short Film. Crime fiction / Film Noir. Director: David Rodrigues.
- MÉMOIRE CLASSIFIÉE (Classified Memory) (2013) - Writer - Novel. Crime fiction / SciFi – Éditions du Masque. Code ISBN : 978 – 2702440162.

WIDESCREEN GAMES

• **HIGHLANDER (2006)** - (unreleased) Game Director. 3rd person Melee combat design. Action-adventure. EIDOS.

• BLACK BUCCANEER (2006) Game Director. 3rd person Melee combat design. Action-adventure. ATARI.

• **THE PLAGUE (2004-2005)** - (unreleased) Game Director. 3rd person Melee combat design. Action-adventure. NAMCO.

• DEAD TO RIGHTS II (2005) / X-BOX / PC Game Director. NAMCO.

• AIRBORNE TROOPS (2005) / PS2 / PC Game Director. PLAYLOGIC.

• INUITS (2005) - (unreleased) Game Director. 3rd person Melee combat design. Action-adventure. MICROIDS.

• FRANK HERBERT'S DUNE (2001) / PS2 Game Designer. Action-adventure. CRYO.

INFOGRAMES

• WORMS ARMAGEDDON (1999) / N64 Game Designer. INFOGRAMES.

• MISSION IMPOSSIBLE (1997) / N64 3rd Artist / Level Designer. Action-adventure. ATARI / OCEAN. • 300 KILOMETERS / SECOND (2010 - 2012) Screenwriter - Short Film. Sci-Fi / Adventure. With: Thomas Cousseau (Kaamelott), Dominique Daguier (Spiral). Director & co-author: Stéphane Réthoré.

• ET ON DÉVORA LEUR CŒUR (Devourers of Hearts) (2010) - Writer - Novel. Thriller. Éditions du Masque. Code ISBN : 978 - 2702434871. Awarded Best 1st Novel at Beaune Film Festival (2010).

• WRACKED (2009) Writer - Short Film. Political. Director: Antoine Elizabé.

Training

2022: Masterclass Duffer Brothers : Original TV Series.

2021: NETFLIX + Stage 32 Webinar: Television Pitch Worshop.

2017 - 2018: Masterclass : Aaron Sorkin - James Patterson - David Mamet.

2015: Masterclass John Truby : The Anatomy of Story. 3 essential genres (Thrillers, Crime Fiction, Criminal Stories... / Comedy / Love Story).

2014: Masterclass John Truby: Writing TV series.

2013: Writing Cinema Dialogs (Séquences 7 / Guilde des Scénaristes).

2007 - 2008: Courses in scriptwriting – EICAR.

SOFTWARES



PERSONAL SKILLS

- INITIATIVE & CREATIVITY
- PLAN
- LEARNING
- PROBLEM SOLVING

LANGUAGES: FRENCH / ENGLISH