

Maximilien LUTZ

With my **15 years' experience** in the industry, I have worked on several major projects like **Game of Thrones RPG**, **Call of Cthulhu The Official Video Game**, **Ghost Recon Breakpoint** and recently **Star Wars Outlaws**.

Over these experiences, I have developed strong narrative and management skills and I am always up to put them to the challenge.

CONTACT

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SWEDEN

SKILLS

Expertise :

Writing storyline and dialogues

Narrative Design

Quest Design

Management / Process

Game Design

Quality Assurance

Softwares :

Unreal Engine 5, Snowdrop

JIRA, Perforce, Miro

Languages :

French (native speaker)

English (fluent)

Spanish (basic knowledge)

HOBBIES

Writing novels (I self published)

Video Games (RPG, Adventure)

Fitness (Body Pump, RPM)

Cooking

EXPERIENCE



Massive Entertainment (Malmö)

2021 - Present

Senior Quest Designer

- Crafting player's experience through the scripting of Main, Side and DLC missions for AAA open world game **Star Wars Outlaws**
- Ensuring lore and narrative consistency across all planet content
- Communicating narrative intentions with the writing team to create compelling characters



Ubisoft (Paris)

2018 - 2021

Lead Narrative Designer

- Designing over 20 Main and Secondary missions for the recently released AAA open world game **Ghost Recon Breakpoint**
- Setting up proper processes and documentation for the whole Narrative Design pipe in order to give enough information to the writers and the other teams allowing to maintain the story consistency
- Establishing clear communication channels and documentation to improve our collaboration with the other teams (Mission Design, Voice Design, Realization, World & Level Design)
- Managing a Team of 7 Narrative Designers through the development of the live content
- Designing High Level content along with the other leads under the live Game Director



Cyanide (Paris)

2015 - 2018

Lead Narrative Designer

- Transmitting the vision of the story and the narration to the rest of the team on **Call of Cthulhu The Official Video Game**
- Co-writing and maintaining the story consistency throughout the production
- Managing a team of 2 Narrative Designer to create all the missions for the game
- Presenting the game to the international press along with giving recorded interviews



Cyanide (Paris)

2012 - 2015

Quality Assurance Manager

- Creating a Quality Assurance department along with all the QA processes and tests
- Managing a team of 5 Quality Assurance Testers to ensure the testing of 15 games



Cyanide (Paris)

2010 - 2012

Lead Writer

- Writing and maintaining the story consistency throughout the production
- Directing voice actors including Conleth Hill (Varys) for **Game of Thrones The RPG**

EDUCATION



Master Degree IT Engineer **EFREI** (France)

2008

Engineering school of information, digital technologies and management