



YOHANN GHELLIS

07. 85. 90. 59. 16
yg.ghellis@gmail.com

Portfolio

🇬🇧: B2 Courant

CALLBACK
Agence Artistique Nora Habib

contact@agence-callback.com

EXPERIENCES

Scénariste jeux vidéo

- 2022 Scénariste & Game designer | The Sandbox | PC
- 2022 Scénariste assistant | Dune: Spice Wars | Shiro Games | PC
- 2021 Scénariste | F2P Mobile | Projet non annoncé
Game design et écriture de l'univers re et des dialogues | Tap4Fun Paris
- 2019-2021 Love Stars | Rédaction, conception économique et Game design, UX et équilibrage.
| Free to Play | Pocket Story
- 2018- 2021 Game Jam Écriture du scénario et dialogues créés en 48 heures |
Conquista d'Or; Space Immo; Global Game Jam and Game Jam des Utopiales

Training

- Fémis : Création d'une bible dans le cadre de la création d'une série (Noémie de Lapparent, Vincent Mariette et Agathe Berman)
- CEEA :
- Construire un épisode de série policière (Mathieu Masmondet, Vincent Robert)
- Séries TV: la révolution narrative (Nicola Lusuardi)
- Ecrire une Bible de série TV d'animation à partir d'une BD (Virginie Boda)

FILM

- 2023 Production du Pilote AKI – Shortcom | GS Stories Production / Sélectionné au concours Imagine – TF1
Elisabeth, le premier résistant était une femme - Sélection pour la compétition moyen métrage (animation) au Festival du film de Brive.
AKI - Shortcom| sélection pour le projet Meta Pitch contest | Newen productions
Treiz'exagéré | court-métrage | interprétation.
- 2022 Miroir mon beau miroir | court métrage | finaliste du concours Imagine de TF1.
Séphora corporate video - 2021 retrospective | 11e District Production.
- 2021 Chargé | court métrage – optionné | DAPROD Productions.
The Samurai Willow | long métrage d'animation| en écriture avec le réalisateur Philippe Duchêne
- 2019 Poker Battle | Short film VR/360°.
Selection au concours VR/360° du Film Festivalz du Satis-Screen4all.
Court métrage pour sensibiliser les aidants des malades d'Alzheimer | Prod8.
- 2018 Court métrage Demain dès l'aube, | Prod8 | diffusé sur France 2.
Lauréat du concours du Téléthon du cinéma,
Prix du meilleur film et prix de la meilleure actrice.
- 2017 Un quotidien nommé désir, Court métrage
production financée et distribuée par le Festival d'idées.

SERIES

- 2021 Le crime lui va si bien | Pre-production Command.
- 2017 Snapshot | Trebel Production.

They trusted me / I worked with





Hey you! With your gun (that is not loaded).
It seems that you know the work of

Yohann Ghellis
Narrative designer

Either you tell me about it, or I should eat
your brain to get the info?
What do you prefer?

(oh,
crap...)

OK then, follow me !
Here is the life and work
of this incrrrredible
artist!!

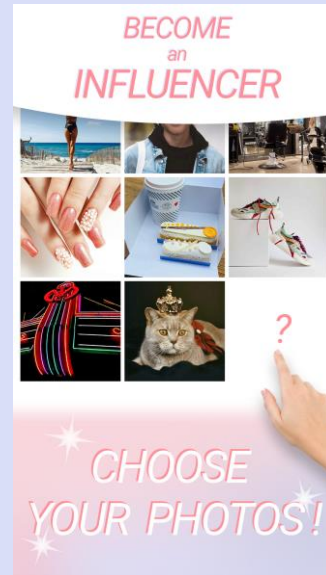


Love star

A casual
F2P
mobile

by

pocketStory



One of his first big projects: a chat game for an international young adult audience. In the position of Game Designer and Narrative Designer, he wrote the bible, the character arcs and the branching narration. For a total of 40 episodes of 5 minutes and more that 50 000 characters, the equivalent of a novel.

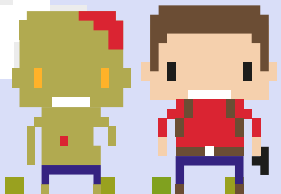




Dialogue Designer interface showing a dialogue flowchart for Episode 1. The Inspector panel displays conversation details for ID 101, titled "Episode 1". The description includes the text: "Scène caché + insta", "J'ai vue mon ex", "Je déprime. Je fais du shopping. (shopping, massage, bouffe)", and "Après cliffhanger sur : tu sais ce qu'a fait Cynthia". The actor is set to "Maman [16]" and the conversant to "Amanda [11]". The bottom panel shows a project view with a grid of episode assets from Episode 0 to Episode 38.

He tore his hair out writing directly into Unity, with a buggy in-house software. But it was a learning experience!

I used to be an Narrative designer like him, then I took a zombie bite in the knee...



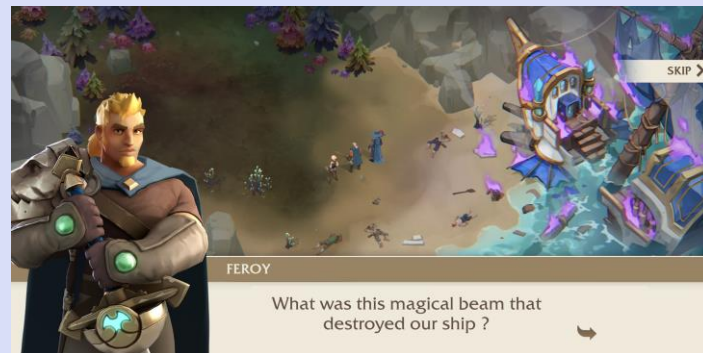


Conquerors

A F2P
mobile

4X game

by



The studio called him when they only had some characters designs, a map and a 70% finished gameplay. He had to create a complete lore, some character backgrounds and even think about gameplay objectives with a narrative justification. He loved it!



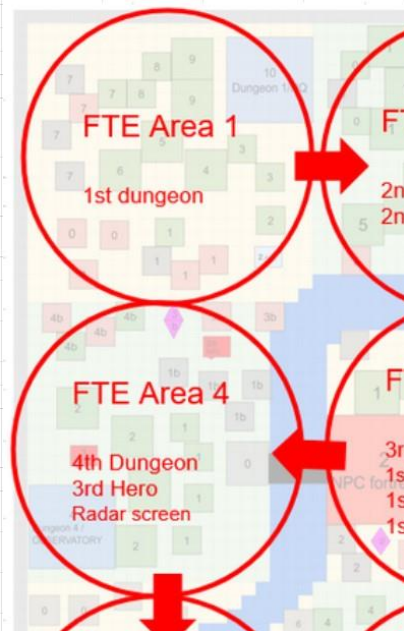


Dune : Spice wars

A 4X
game
On PC

Of

1	Area	Step#	Décor	scene	objectif	Narration : dialogues/tons
2	Intro					
3	I	1	Dungeon 0	Waking up in the dungeon	Search for your allies	
4			Dungeon 0	First Fight	Win	First Encounter with Insectoids
5	I	2	Dungeon 0	Fight	Try to survive	
6	Chapitre 1					
7	I	1	Beach	Arrival on the beach	Reunite with your allies	Bertold is obsessed with the Singularity. The heroes need to heal the crew and find food and shelter
8	I	1.5		Statue + Fire		The characters find a fire with a statue and use it as a starting point (Who lighted this fire ? It's a mystery...)
9	I	2	City	Exploration of the map to find resources	Find food	If the player tries to break a rock : Dialogue saying it's too hard
10	I	3	City	A tree is in the way	Find a way to cut the tree	
11	I	4	City	The player finds an axe		Who created this statue, and who is this mysterious human being represented here?
12	I	5	Dungeon 1	Exploration of another dungeon	Clear the way to settle in the ruins	
13	I	5.5	Dungeon 1	End of dungeon	Find the Hammer	
14	I	5.75	City		break rocks to get rocks	
15	I	6	City	Setting down	Use rocks to turn the dungeon into an HQ	Bertold suggests to set up the HQ right here. The Singularity contained in the fog would be perfect to start building stuff around.
16	Chapitre 2					
17	II	1	City	some foggy area is automatically cleared		The HQ consumes the Singularity around and the fog slowly clears
18	II	2	City	Exploration of the map to find resources	collect rock	
19	II	3	City	Dungeon 2 is discovered	some fog is cleared, dungeon 2 is revealed	
						Uh-oh ! This place seems inhabited...(Insectoid)



But.. The project stopped when he had just finished the introduction of the game. It's supposed to be the most important part to maximize the retention of the player.

I'm disappoointed... Here! Take this for hurting my feelings!





Dune : Spice wars



A 4X
game
On PC



	A	B	C	D	E	F	G	H	I	M	N	O
1	#	Personnage	Faction	Theme	To	Dialogue FR	Dialogue EN	Observations/questions				
2	1	Duke Leto Atreides I	House Atreides	Le joueur a plus d'épices que l'IA	Amical	Il semblerait que vous soyez riche en épices, cher partenaire. Mais n'oubliez pas : la vraie richesse d'Arrakis se trouve dans son paysage...	You seem wealthy in spice, dear partner. But remember this : the real wealth of Arrakis is in its landscape...			Données		
3	2	Duke Leto Atreides I	House Atreides	Le joueur a plus d'épices que l'IA	Hostile	La richesse matérielle ne dure que si on sait la faire prospérer... ne vous réjouissez pas trop vite.	Material wealth only lasts if you know how to make it thrive... Don't celebrate just yet.			Personnages	Factions	Tons
4	3	Baron Harkonnen	House Harkonnen	Le joueur a plus d'épices que l'IA	Amical	La chance vous a souri pour cette récolte, profitez-en tant que cela dure...	Fortune smiled upon you for this harvest, enjoy it while it lasts...			Duke Leto Atreides I	House Atreides	Amical
5	4	Baron Harkonnen	House Harkonnen	Le joueur a plus d'épices que l'IA	Hostile	Comment avez-vous pu récolter tant d'épices en si peu de temps ? Je vais régler ça une bonne fois pour toutes.	How could you harvest so much spice in so little time? I'm going to settle that matter once and for all.			Baron Harkonnen	House Harkonnen	Hostile
6	5	Liet Kynes	Fremens	Le joueur a plus d'épices que l'IA	Amical	Vous avez bien récolté les fruits du désert, cher ami.	You have done well harvesting the desert's fruits, dear friend...			Liet Kynes	Fremens	Neutral
7	6	Liet Kynes	Fremens	Le joueur a plus d'épices que l'IA	Hostile	Dune vous a donné ses fruits, mais ne vous réjouissez pas trop vite, elle va les reprendre.	Dune offered you its fruits, but don't cry victory too early, it will take them back...			Esmar Tuek	Smugglers	Suspicious
8	7	Esmar Tuek	Smugglers	Le joueur a plus d'épices que l'IA	Amical	Ah ! Quelle récolte ! Vous n'en avez pas laissé une miette aux souris du désert...	Ah ! What a beautiful harvest ! You didn't leave anything behind for the desert mouses...					
9	8	Esmar Tuek	Smugglers	Le joueur a plus d'épices que l'IA	Hostile	Je serais tenté de vous subtiliser cette belle récolte d'épices pour mon usage personnel... vous n'y voyez pas d'inconvénient ?	I'm tempted to filch some of that beautiful spice harvest for my own use... if you have no objection of course?					
10	9	Duke Leto Atreides I	House Atreides	Joueur a plus d'Hegemony que IA	Amical	Plus vous devenez puissant, plus des responsabilités vont vous incombent, ami. Je serai à vos côtés pour partager ce poids.	The more powerful you become, the more responsibilities will lie upon you, my friend. I will be on your side to share this burden.					
11	10	Duke Leto Atreides I	House Atreides	Joueur a plus d'Hegemony que IA	Hostile	Prenez garde à ce que le pouvoir ne vous monte pas à la tête, car je serais alors tenté de vous la couper.	Be careful not to let this power go to your head, or I would be tempted to sever it.					
12	11	Baron Harkonnen	House Harkonnen	Joueur a plus d'Hegemony que IA	Amical	Quelle puissance ! Je vous souhaite de la conserver aussi longtemps que la course du soleil sur Arrakis.	You're so mighty! I hope it will last as long as the sun's season on Arrakis.					
13	12	Baron Harkonnen	House Harkonnen	Joueur a plus d'Hegemony que IA	Hostile	Prenez garde, si vous devenez trop puissant, vous deviendrez bientôt un ennemi à abattre...	Beware, if you become too powerful, you will soon appear as an enemy to demolish.					

Ouch!!! (Crap...)

He assisted Marie Godart, Narrative Designer, for the writing of more than 400 dialogues of the houses' leaders.

Challenges of the writing process: Explore and find all the elements of the Lore to enrich the dialogues and avoid repetitions / Write in a very sustained language. The language of intergalactic aristocrats.



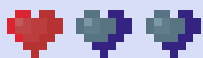


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I hate excel sheets but I guess after writing the equivalent of a book on Unity, it must be a lot of joy for him.

And I hate ass-kissers.
Here, a little bite!



THE
SANDBOX

PC GAME

WEB3
Metaverse



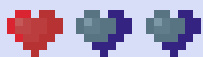
SNOOP DOGG



HELLEST

Currently, he works for The Sandbox. For many different brands, he finds game concepts, designs them, spits them out and works with the level designer, gameplay designer, level artist to create the game. Of course he creates the characters, quests, items and dialogues. Narration is central here!





Asset Name in Library	Asset Name in Game	BEHAVIOR	LOCATION	QUEST TEXT/INFO	NARRATIVE DESCRIPTION	DIALOG	Answer (if Asker)
CHAPTER 1: Welcome to Parisland!							
INTRODUCTION : Welcomed by Paris							
Director's assistant	Director's assistant	Speaker	In the center of the village		Director's assistant welcome the player. He presents the candidates and tells the candidate to look for the missing ones	Finally, our last contestant is here! Meet Jerry and Samantha... Wait, where'd the other contestants go? Go round them up for me!	
Paris Hilton	Paris Hilton	Speaker	near the ship			Are you looking for Evelyn, Gabriel, and Thursday? They're over there!	
Make-up artist	Make-up artist	Speaker	At the center of the village			Hi! I'm the makeup artist! And...it looks like I have my work cut out for me with you.	
Boom operator	Boom operator	Asker	At the center of the village			Hi, I'm the boom operator who handles sound on the set. I'm looking forward to recording you.	1. Great! I can't wait to start the game.
Camerawoman Steadycam	Camerawoman Steadycam	Speaker	At the center of the village			I have a new clapboard to break in for this shoot!	
NPC	NPC	Speaker	Near the boat			Wow! What a heavenly landscape!	
NPC	NPC	Speaker	Near the boat			The voyage is finally over! No more seasickness!	



He writes for Paris Hilton, then Snoop Dogg and Barbie?
He does know how to make the big split...



Conqustad'Or



Space Immo



Grail Strategy

Before all that, he participated in some Game Jams to practice and discover the job, but well, it is not very interesting...

I loved game jams when I was alive!
Don't be dismissive! Well you asked for it!
Take that (again) GRRRR !



And finally, his entire portfolio is available on his website, here:

<https://www.yohann-g.com/>

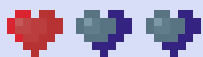
Okay! Thank you for refreshing my memory. I think you are too stupid to have understood it, but when I was human, it was me, Yohann Ghellis!

Now tilt your head towards me, gently. You have a nice scalp! Has anyone ever told you that?...

Do you need help?

No thanks, it's my hairdresser who is very conscientious and checks each of my strands...
OF COURSE I NEED HELP!!!





Thx, Sir! It was close...

No problem. Now get on your knees and empty your pockets...

Crap...