

Dorian Souc

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Professional Experiences

Junior Associate Producer – Japan-Facing Production Support, Bandai Namco Entertainment Europe

February 2025 – Present

- Facilitate smooth communication between Bandai Namco Europe's production teams and their Japanese counterparts at Bandai Namco Japan.
- Support production planning for Japan-developed titles, collaborating with Associate Producers and Producers, and occasionally leading tasks independently from concept to post-launch.
- Coordinate across internal teams and publisher stakeholders across regions to manage multiple ongoing projects.
- Maintain project documentation and schedules, report on issues, and ensure timely and accurate information sharing across departments.
- Review game builds and provide production-related feedback, adapting responsibilities based on project needs.

Art Assistant, Teamlabs Planets, Tokyo (豊洲)

December 2023 – August 2024 (Working-Holiday)

- Prepared artwork areas for visitors and supported the maintenance of immersive exhibitions.
- Provided trilingual guidance (Japanese, English, French) to enrich the visitor experience.
- Ensured safety and customer service throughout daily operations.

UX Designer, Kylotonn, France

November 2021 – August 2023

Projects: WRC Generations, Endurance Motorsport Series

- Spearheaded UX design strategies, improving player interaction and engagement.
- Prototyped with Adobe XD and coordinated UX integration across teams.
- Led iterative testing cycles and drove usability enhancements.

Junior User Researcher, Ubisoft Paris, France

March 2020 – March 2021

- Conducted user research for flagship titles such as Assassin's Creed Valhalla and Far Cry 6.
- Oversaw player recruitment and test coordination.
- Delivered impactful reports that directly influenced game design.

Contributor to Various Innovative Game Projects (Student Projects)

2018 – 2020

- Designed and tested engaging game mechanics aligned with narrative goals.
- Led documentation and UX prototyping processes within multidisciplinary teams.

Creator & Project Manager, Aös Board Game

2017 – 2022

- Launched a successful crowdfunding campaign for an original board game.
- Oversaw design, playtesting, and full production cycle.
- Balanced gameplay elements and managed logistics and distribution.

Education

Master's in Digital Interactive Games and Media

ENJMIN, Angoulême, France | 2018–2020

- Specialized in UX design and immersive digital experiences.

Bachelor of Psychology

Université Charles-de-Gaulle – Lille 3, France | 2014–2017

- Developed knowledge in behavior and cognition supporting user-centered design.

Skills

- Design & Development: UX/UI, game design, iterative prototyping
- Tools: Adobe XD, Figma, Protopie, Unity, Unreal Engine
- Languages: French (native), English (fluent), Japanese (intermediate N2)
- Soft Skills: Analytical thinking, user feedback interpretation, team communication, problem-solving
- Project Management