

Dorian Souc

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Back to France after a Working-Holiday in Japan. Looking for a full time job within video game industry

Professional Experiences

Art Assistant, Teamlabs Planets, Tokyo (豊洲)

December 2023- August 2024 (Working-Holiday)

- Prepared various artwork areas, ensuring an enjoyable visit for customers before the museum opens.
- Guided and explained different artworks in the museum, utilizing English, Japanese, and French to enhance visitor understanding.
- Ensured a safe visit for customers by providing proper responses to their needs.
- Assisted in the maintenance and setup of exhibition pieces to guarantee optimal presentation and visitor interaction.

UX Designer, Kylotonn, France

November 2021-August 2023

On the following games: WRC Generations, Endurance Motorsport Series.

- Spearheaded UX design initiatives, leading to substantial user engagement improvements.
- Employed Adobe XD for prototyping, enhancing game interactivity and player satisfaction.
- Orchestrated cross-disciplinary collaboration, integrating UX principles seamlessly into game development.
- Conducted exhaustive user testing, driving iterative design enhancements.
- Played a key role in achieving critical acclaim for UX design contributions.

Junior User Researcher, Ubisoft Paris, France

March 2020-March 2021

- Directed user research for flagship titles, yielding actionable insights for gameplay enhancement.
- Managed comprehensive player recruitment and testing operations.
- Produced detailed feedback documentation, influencing pivotal design adjustments.
- Fostered collaboration with design teams, translating user feedback into meaningful improvements.
- Enhanced player experiences across several major gaming titles through targeted research strategies.

Student Projects

Contributor to Various Innovative Game Projects 2018-2020

- Implemented game mechanics that synergized narrative depth with engaging gameplay.
- Applied UX principles to elevate player engagement across diverse game genres.
- Led the creation of design documents, ensuring strategic clarity and project direction.
- Mastered rapid prototyping for effective design iteration and testing.
- Demonstrated leadership in multidisciplinary teams, steering projects toward cohesive outcomes.

Board Game Development

Creator & Project Manager, Aös Board Game 2017-2022

- Successfully launched a crowdfunded board game, showcasing project management prowess.
- Crafted compelling game mechanics that balanced cooperative and competitive elements.
- Managed end-to-end production and distribution, overcoming significant logistical hurdles.
- Refined gameplay through rigorous playtesting, ensuring a captivating player experience.
- Exhibited entrepreneurial skills, bringing a creative board game concept to market successfully.

Education

Master's in Digital Interactive Games and Media, ENJMIN, Angoulême, France

2018-2020

- Specialized in UX design and game development, focusing on creating immersive digital interactive experiences.
- Collaborated on multidisciplinary projects, applying cutting-edge design principles and technologies.
- Developed a comprehensive understanding of the digital games ecosystem, from conceptualization to user testing and iteration.

Bachelor of Psychology, Université Charles-de-Gaulle – Lille 3, Lille, France

2014-2017

- Gained insights into human behavior and cognitive processes, underpinning user-centered design strategies.

Skills

- Design & Development: Expertise in UX/UI design, game design, and iterative prototyping.
- Software Proficiency: Proficient in Adobe XD, Figma, Protopie, Unity, and Unreal Engine.
- Languages: Fluent in French (native), English, and Japanese (intermediate).
- Analytical Thinking: Skillful in dissecting user feedback and gameplay data to refine game design and enhance user experience.
- Problem-Solving: Demonstrated ability to tackle design challenges, optimizing game mechanics and user interfaces for improved engagement.
- Communication: Effective in articulating design concepts and user insights to teams, ensuring cohesive understanding and implementation.