

Dorian Souc - Game Developer & Creative Producer

Email: dorian.souc@gmail.com | **Phone:** + 33 7 64 85 74 68

Portfolio <https://www.doriansouc.com/en> | <https://bento.me/untoldtactic>

Game developer with over 5 years of experience in crafting interactive experiences, including 3 years in the video game industry. I bring a hybrid profile that bridges UX design, production, and creative direction, combining AAA rigor with indie initiative. Currently based in Europe, I aim to relocate to Japan and contribute to ambitious productions as a core member of a development team. I am the solo developer behind *Forever Untold: Fragment of Greatness*, a tactical RPG designed in Unreal Engine, and currently work at Bandai Namco Europe as Associate Producer on titles including *Fate/Extra Record* and *Super Robot Wars Y*.

Professional Experiences

Junior Associate Producer – Japan Production Support

Bandai Namco Entertainment Europe | February 2025 – Present

Act as a cross-cultural bridge between Bandai Namco Europe and Japan HQ across 3+ active projects. Review game builds, write detailed feedback, and adapt responsibilities based on project phase. Support production planning, documentation, issue tracking, and reporting across departments. Responsible for:

- > **Taiko no Tatsujin** – content planning, QA coordination, release follow-up.
- > **Fate/Extra Record** – milestone tracking, build reviews, localization sync.
- > **Super Robot Wars Y** – launch planning, feedback management, asset validation.

Art Assistant – Immersive Exhibition Operations

Teamlabs Planets, Tokyo (豊洲) | December 2023 – August 2024 (Working-Holiday)

Maintained exhibition areas and guided visitors in Japanese, English, and French. Ensured daily operations, safety, and customer satisfaction in a high-footfall environment.

UX Designer – Console Racing Titles,

Kylotonn, France | November 2021 – August 2023

Projects: WRC Generations, Endurance Motorsport Series

Led UX strategy, prototyping, and user flows for in-game menus and interfaces. Collaborated with artists, programmers, and game designers to align vision and implementation. Orchestrated usability testing cycles to improve accessibility and player retention.

Junior User Researcher – AAA Game Testing

Ubisoft Paris, France | March 2020 – March 2021

Conducted qualitative and quantitative playtests to validate design hypotheses.

Delivered analytical reports that impacted UI/UX and progression balancing.

Managed user recruitment, test protocols, and coordination with design teams.

Project Lead – Indie Board Game “Aös”

Self-published | 2017 – 2022

Designed, crowdfunded, and produced an original board game.

Oversaw the entire pipeline: game design, balancing, playtesting, logistics, and community management.

Built a dedicated early fanbase and successfully fulfilled all orders post-campaign.

Game Designer – Student Game Projects

ENJMIN | 2018 – 2020

Developed gameplay mechanics and systems aligned with narrative design goals.

Produced documentation, wireframes, and UX prototypes in multidisciplinary teams.

Education

Master’s in Interactive Digital Media (UX/Game Design Specialization)

ENJMIN, Angoulême, France | 2018–2020

Bachelor’s in Psychology (Cognitive Sciences)

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

Skills & Tools

Game Development & Production

UX/UI Design, Game Design, Feature Ownership, Production Coordination, QA Support

Engines & Software

Unreal Engine (C++), Adobe XD, Figma, Jira, Confluence, Git, Notion

Languages

French (native), English (fluent), Japanese (intermediate – JLPT N2)

Soft Skills

Cross-cultural Communication, Analytical Thinking, Initiative, Problem-Solving