

Dorian Souc - Creative Producer & Game Developer

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Portfolio: <https://www.doriansouc.com/en> | <https://www.threads.com/@untoldtactic>

With over 5 years of experience in game production, I offer a hybrid profile combining creative vision with technical expertise (Unreal Engine). This is proven by the self-publishing of the board game *Aös*, and the current development of the T-RPG *Forever Untold* in my spare time. Currently an Associate Producer at Bandai Namco, I coordinate the EMEA release of Japanese titles.

Professional Experiences

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:

Fate/Extra Record – milestone tracking, build reviews, localization sync.

Super Robot Wars Y – launch planning, feedback management, asset validation.

Taiko no Tatsujin – content planning, QA coordination, release follow-up.

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, Confluence, Git

Languages

French (native), English (fluent), Japanese (business level – JLPT N2 certified)

Soft Skills

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