



# ALEXIS JOUANNEAU

*Interaction Designer*  
*Available from July to September 2019*  
*Driving license*

## ✓ Contact

**Mail:** a.jouanneaupro@gmail.com  
**Téléphone:** +33 687 384 511  
**Portfolio:** <https://dartictheunic.github.io/>

## ✓ Softwares

**Unity**  
*Scripting  
VR  
Materials & shaders*



**After Effects**  
*Video editing and  
processing  
Motion Design*

**Photoshop**  
*Image editing*



**InDesign**  
*Document creation (game  
concepts, deliverables...)*

**Unreal**  
*Blueprints  
Level design*



**Suite office**  
*Scheduling  
Powerpoint*

## ✓ Language

**French** - Native  
**English** - Fluent  
**German** - Basic

## ✓ Hobbies

**Videogames** - «Arcade» games & strong universe  
**Series** - Distopia, strong ambiance  
**Music** - Metal, rap & french variety  
**Travels** - Germany, Greece, Jamaica...  
**Others** - Beer, cats and philosophy

## ✓ Education

2016 - 2019  
**Interaction Design & Management Master**  
**ISD Rubika (France)**

2016 - 2019  
**Game Design & Management Bachelor**  
**Supinfogame Rubika (France)**

2016  
**A - Level equivalent, Engineering & Science**  
**Lycée boudimont (France)**

## 🚶 Projects

2018 - 2019

### **Designer** **Dump'N'Bump**

Dump'N'Bump is a revisited pub game. Our goal was to design an object with which people could interact, but also interact between them. We created a wooden game that is a mix between Hungry Hungry Hippo, entirely handmade.

2018

### **Lead project & Game Designer** **Projet General Electrics Healthcare**

Project Heaven is a virtual reality game made for breast biopsy operations. We also redesigned the headset and the operation table.

My tasks were to manage a pluridisciplinary team, to create the game experience and to integrate it in the medical environment.

2016-2017

### **Lead project & Game Designer** **Time Trouble**

Time Trouble is a boardgame about time travelling. We used the height to picture the time passing by, and allowed the players to change the world to make it look unstable.

My tasks were Game Design and Producing, because we had to print the game by ourselves. I had to find the printer, make sure the cards were well printed and in time for our final playtest.

## 🚶 Work experience

2019

### **VR Programmer & Designer** **Numero Design**

I was in charge of exploring Unity's possibilities in terms of virtual reality for a Design agency specialised in physical and virtual models.

2018

### **Game Designer & Programmer** **Altimance**

I was part of a team in charge of creating a «gamified» workspace.

In order to do this, we created a Unity software that unlocks virtual & real rewards when you work.