Marjolaine Paz

UI/UX designer

— marjolainepaz.com —

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Experience

Chef Battle • UX/UI Designer

07.2018 - 12.2018 / Nolaroads, Paris

3D cooking/sport mobile game developed with Unity, announced on October 2018

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Interface UX design: userflow, wireframes, making game design intelligible, in close collaboration with the game designers, the UI artist, and the artistic director

www.youtube.com/watch?v=asc7CN47aBM

Absolver • UI/UX Designer

04.2016 - 03.2018 / Sloclap, Paris

3D online combat RPG developed with UE4, released on August 2017

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As sole UI/UX designer: menus, HUD, icons, asset integration and animations, in close collaboration with the lead game designer, the artistic director and programmers

www.absolvergame.com

- Student projects (Enjmin)

Road of Hope • 2D/3D artist

10.2015 - 03.2016 / 11 members

Logo, 3D modelisation and texture www.youtube.com/watch?v=YE6vja9TeHU

Apoptosis • 2D artist

03.2015 - 06.2015 / 5 members

Visual identity, HUD, texture lutopia.itch.io/apoptosis

My Lucky Day • 2D artist

03.2015 - 06.2015 / 4 members

Visual identity, graphics and animations www.youtube.com/watch?v=wf5P80SX9LU

Skills

- Adobe Creative Suite: Illustrator, XD, Photoshop, After Effects, InDesign
- ◆ Axure basic knowledge
- Unreal Engine 4: integration & animation on Unreal Motion Graphics tool, blueprint
- ◆ HTML & CSS basic knowledge

LANGUAGES

- ◆ French native
- ◆ English & Spanish working knowledge

Education

-2014.2016 -

Master degree in Game Development Enjmin, art specialisation - Angoulême

-2013 . 2014 **-**

Bachelor degree in Applied Arts

Toulouse II University - le Mirail

-2011.2013 -

Technical Degree in Graphic Design Pôle Supérieur Design - Villefontaine

Interests

- Videogames: Life is Strange, The Longest Journey, Kentucky Route Zero, Oblivion, Divinity Original Sin, RimWorld, Fallout 4
- Graphic design & architecture: Wiener Secession, Bauhaus, Constructivism
- Others: Drawing & listening to music and podcasts, climbing, playing piano