

# Marjolaine Paz

*UI/UX designer*

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[www.marjolainepaz.com](http://www.marjolainepaz.com)

## ■ Experience

### **Absolver** *UI/UX designer*

04.2016—03.2018 / Sloclap, Paris  
(internship + CDD)

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*3D online combat RPG developed on UE4*  
Released on August 2017

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](http://www.absolvergame.com)

### — Student projects (Enjmin)

### **Road of Hope** *3D artist*

10.2015—03.2016 / 11 members

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*3D narrative game developed on UE4*  
Logo, 3D modelisation and texture, asset integration  
[www.youtube.com/watch?v=YE6vja9TeHU](http://www.youtube.com/watch?v=YE6vja9TeHU)

### **Apoptosis** *2D artist*

03.2015—06.2015 / 5 members

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*3D short narrative experience*  
Visual identity, HUD, texture  
[lutofia.itch.io/apoptosis](http://lutofia.itch.io/apoptosis)

### **My Lucky Day** *2D artist*

03.2015—06.2015 / 4 members

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*2D interactive experience*  
Visual identity, graphics and animations  
[www.youtube.com/watch?v=wf5P80SX9LU](http://www.youtube.com/watch?v=wf5P80SX9LU)

## ■ Skills

### Softwares

- Adobe Creative Suite: Illustrator, Photoshop, After-Effects, Indesign
- Unreal Engine 4: integration & animation on Unreal Motion Graphics tool, blueprint basic knowledge
- 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

- Graphic design & architecture: Wiener Secession, Bauhaus, Constructivism
- Videogames: Kentucky Route Zero, Oblivion, Divinity Original Sin, Fallout 4, RimWorld
- Drawing & listening to music and podcasts
- Piano
- Climbing