

# NAOMI JOUAN

## Game Designer

Game designer with a background in literature and teaching, passionate about worldbuilding, player psychology, and emotionally resonant experiences. I aim to explore how storytelling and meaning can emerge through UI/UX design.

## EXPERIENCE

### JUNIOR GAME DESIGNER

*Affordance Studio | May 2025 - Present*

- 9-month contract working on an unannounced project, participating in the development of a full game through all stages of production.
- Roles: UI/UX Designer, Narrative Designer, Sound Designer.

### GAME DESIGN

*Veil of the Dreambound (see my portfolio) | Jan 2025 - May 2025*

- 4-month game project developed in a team of four.
- Roles: UI/UX Designer, Narrative Designer, Level Designer, Sound Designer.
- Responsibilities included C# scripting and Unity integration.

### TEACHING & ACADEMIC ENGAGEMENT

*Lecturer, guest speaker, panelist, publisher | Sep 2019 - Present*

- Designed and taught college-level and university courses in literature & feminist theory.
- Presented research and creative projects at national and international conferences.
- Explored themes of narrativity, gender, and emotional engagement in popular art and storytelling.

### RESTAURANT MANAGER

*Frite Alors! | Mar 2018 - May 2025*

- Managed team dynamics through conflict resolution and effective problem-solving.
- Mentored new employees and improved customer service workflows.
- Resolved conflicts and maintained clear communication under pressure.

## CONTACT

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🌐 [naojou.github.io](https://naojou.github.io)

🏠 [LinkedIn](#)

## EDUCATION

### DESS IN GAME DESIGN

*Université de Montréal  
Sep 2024 - Mai 2025*

### PHD IN LITERATURE

*Université du Québec à Montréal  
Started in Sep 2021*

### MASTER'S IN LITERATURE

*Université du Québec à Montréal  
Sep 2019 - Mai 2021*

## INTERESTS



Theater



Art History



Rap & Spoken  
Poetry



Writing



Gender Theories

# SOME PROJECTS

For more, check my [portfolio](#).

## SKILLS

### GAME DESIGN

Narrative Design  
Board Game Prototyping  
Game Prototyping (Unity)  
UI/UX Design  
System Design  
Mechanic Design  
Game feel / Juice  
Documentation (GDD)  
Flow Theory & Player Engagement  
Accessibility in Games  
Puzzles Design

### TECHNICAL

Unity, Visual Studio, Rider  
C#, HTML, CSS  
Adobe Suite  
Office Suite  
Reaper  
Figma  
Notion, Fibery, Miro

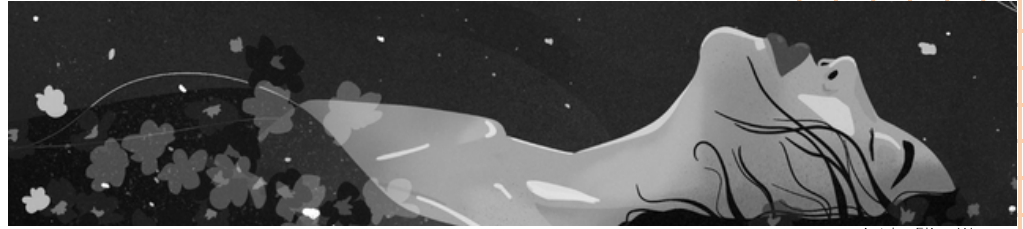
### COMMUNICATION

English & French  
Public Speaking  
Team Leadership  
Management  
Idea Pitching

## FAVORITE GAMES OF THE MOMENT

DISCO ELYSIUM INSCRIPTION  
SACKBOY CUBE ESCAPE  
OVERCOOKED! PARADOX  
Lost in Play

## VEIL OF THE DREAMBOUND



Art by Elise Warren

### PSYCHOLOGICAL HORROR PLATFORMER

*A young woman trapped in recurring nightmares must uncover clues about her life to escape a mysterious curse.*

Roles: Game, Narrative, Level, Puzzle, Sound, Programming, UI/UX.

Infos: Narrative and action game exploring trauma, psychological harm, and medical abuse, blending platformer mechanics with point-and-click investigation.

## BREWMANCE



Art by Elise Warren

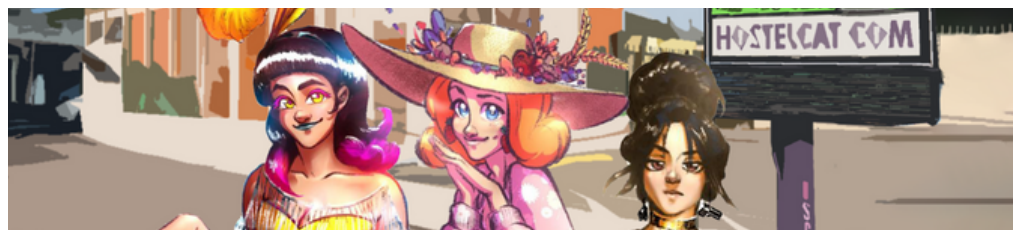
### COSY DATING-SIM POTION SHOP

*Run a love-potion shop, mix ingredients tied to personalities, and discover a twisty romantic story.*

Roles: Game Design, Narrative Design, Programming.

Infos: Game Jam project (48h) where the dating-sim genre meets witchcraft. Mix potions, charm your clients, and complete five waves to discover your one true love.

## TERRARIUM VEGAS



Characters by Camille Townshend

### ABSURD NARRATIVE POINT & CLICK MYSTERY

*Investigate contradictory stories inside a decadent hostel where everyone claims a different truth about a crime.*

Roles: Co-Author, Narrative, Puzzle, Dialogue, Level, Programming.

Infos: Originally conceived as a book, now being adapted into a narrative mystery videogame currently in development.