

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

✉ jouan.naomi@gmail.com

☎ 514-568-9025

🌐 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



Cube Escape



Overcooked

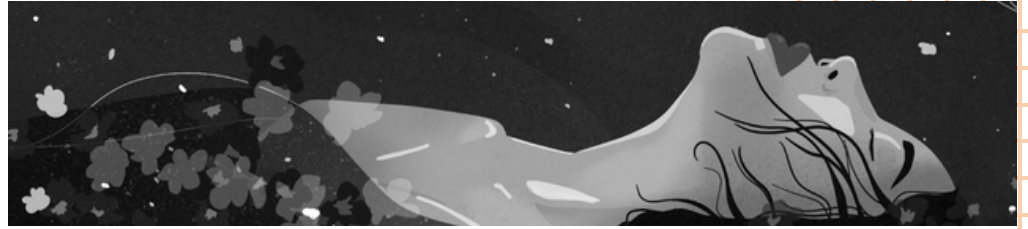


Inscription



Sackboy

VEIL OF THE DREAMBOUND



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



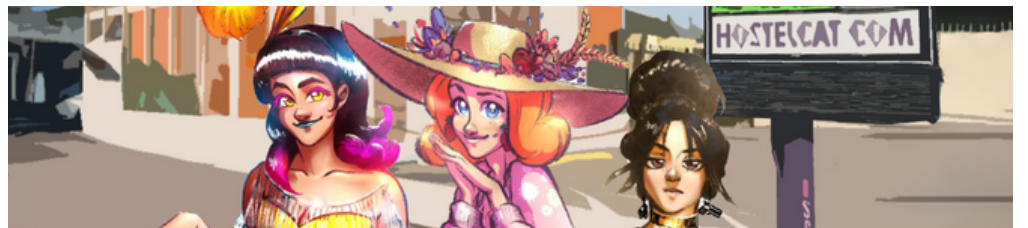
COSY DATING-SIM POTION SHOP

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



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.