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.

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.

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

CONTACT

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- maojou.github.io
- <u>LinkedIn</u>

SKILLS

GAME DESIGN

Narrative Design Board Game Prototyping Game Prototyping (Unity) UI/UX Design

TECHNICAL

Unity, Visual Studio, Rider C#, HTML, CSS Adobe Suite Office Suite Reaper

COMMUNICATION

English & French Public Speaking Team Leadership Management Idea Pitching

INTERESTS







Art History

y Rap & Spo Poetry





Writing