NAOMI JOUAN

CONTACT

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🏠 LinkedIn

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

Theater   Art History   Rap & Spoken Poetry

Writing   Gender Theories

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

SOME PROJECTS

For more, check my <u>portfolio</u>.

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

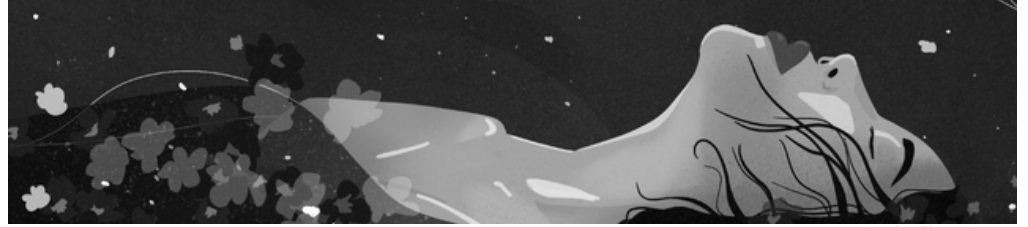### FAVORITE GAMES OF THE MOMENT

DISCO ELYSIUM   INSCRYPTION
SACKBOY   CUBE ESCAPE PARADOX
OVERCOOKED!   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.

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

<u>Infos</u>: 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.

<u>Roles</u>: Game Design, Narrative Design, Programming.

<u>Infos</u>: 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.

<u>Roles</u>: Co-Author, Narrative, Puzzle, Dialogue, Level, Programming.

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