

# 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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 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

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- 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

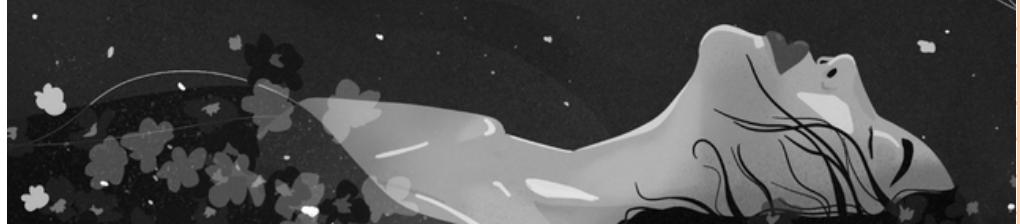
### COMMUNICATION

- English & French
- Public Speaking
- Team Leadership
- Management
- Idea Pitching

### FAVORITE GAMES OF THE MOMENT

- DISCO ELYSIUM**
- INSCRIPTION**
- GACKBOY**
- CUBE ESCAPE PARADOX**
- OVERCOOKED!**
- Lost in Play**

### VEIL OF THE DREAMBOUND



Art by Elise Warren

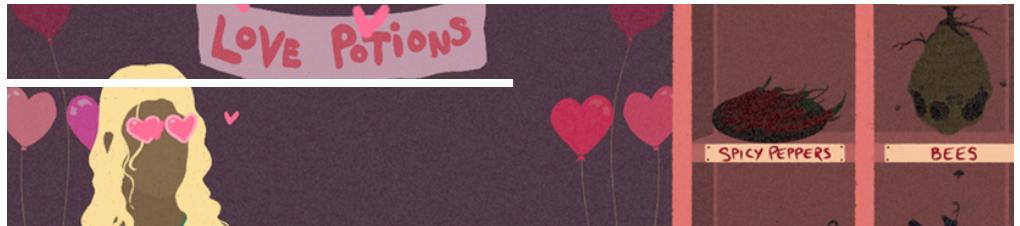
#### PSYCHOLOGICAL HORROR PLATFORMER

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

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.