

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.

EDUCATION

DESS IN GAME DESIGN

Université de Montréal | Sep 2024 - Mai 2024

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

EXPERIENCE

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.