

PAUL EYHERAMOUNO

GAME UX STUDENT

eyheramouno.paul.contact@gmail.com [linkedin.com/in/paul-eyheramouno](https://www.linkedin.com/in/paul-eyheramouno) +33 6 35 51 26 65

I am a french video game student specialized in UX. I want to create engaging game experiences and ensure emotions to the user!

- **Witch Quarrel:** Solo Action FPS (WIP)
UX designer / User Researcher

- **Odd Waters:** Puzzle game
UX designer / User Researcher

- **Midnight Waves:** Mobile App
Game and UX designer

- **Erosion:** Shoot'em up
UX designer

10+ game jam: Game designer, Programmer, 2D artist..

Learn more at pauleyheramouno.com

06/2019 - 09/2019: Internship:

Ubisoft Ivory Tower - Lyon, France

User Research Intern, The Crew 2 and an unannounced project

02/2017 - 05/2017: Internship:

Street Art Museum Amsterdam - Amsterdam, Netherlands

Web designer, Graphic designer and Video editor

04/2017 - 06/2017: Internship:

Nayade Angoulême - Angoulême, France

3D and Compositing

02/2016: Internship:

IUT Poitiers - Poitiers, France

UX initial design for a mobile app

PROJECTS

EXPERIENCE

EDUCATION

2018-2020 **Master's degree in Video game**
Specialisation in UI/UX and Ergonomics
« Master JMIN - CNAM-ENJMIN - Angoulême (16) France »

2017-2018 **1-year Bachelor's degree in digital Art and Communication**
« Licence Information Communication - University of Chambéry (73) France »

2017 **English Certificate** « Certificat de compétences en langues de l'enseignement supérieur »

2015-2017 **2-year Technical graduate Education in Web and Communication**
« DUT Métiers du Multimédia et de l'Internet - IUT of Angoulême (16) France »

2015 « Baccalauréat Technologique STI2D, Option SIN - Lycée Gustave Eiffel Bordeaux (33) France »

SKILLS

Benchmark analysis, Heuristic analysis, Playtest, Personnas, Wireframe, Prototype, Documentation...

Language:

English - Proficient French - Native

Game Engine:



UI and Graphic design:

Axure/Figma

Adobe Creative Suite

Web:

HTML5/CSS3
JS/Jquery/P5.js
PHP/MySQL
Wordpress

Other:

Excel
Word/Power Point
Sony Vegas Pro/OBS
Tobii
JIRA/Confluence

Competitive video games

Indie games

TV series

Cinema

Travel

HOBBIES