

HUGO BOUVET

"GAME DESIGNER & PROJECT MANAGER"



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FRANCE

SUMMARY

I'm a french game design student willing to acquire knowledge and experience in the video game industry. Strong technical proficiency with work history in Graphic Design, coupled with UI/UX and prototyping abilities. Observant of tight deadlines and offering a strong attention to detail. I'm passionate about arts and poetry, and I want to explore new environments to develop my style.

EDUCATION

Bellecour Ecole - Lyon, France

Bachelor's degree in Game Design (2019 - 2022)

SKILLS

- Graphic design
- Game design
- UI/UX design
- Level design
- Prototyping



PERFORCE

Jira Software



UNREAL ENGINE

Trello



LANGUAGES

French: Native speaker • English: Fluent (C1) • Spanish: Intermediate (B2)

EXPERIENCE

PROJECT MANAGER (student)

Slammin' Legends - 07/2021 to current

- Manage a team of 18 people to create a multiplayer game on UE5, using Jira and Trello to ensure that our milestones are delivered on time.
- Communicate ideas between the design and the art teams with moodboards and Excel boards to create an accurate coordination.
- Provide detailed roadmaps and POC to the producers in order to enhance our partnership and share the current state of the game.

GAME DESIGNER (student)

Power Smash Ball - 03/2021 to 06/2021

- Establish a persona of the target audience using the Vandenberghe model.
- Design a throwing mechanic using a visible projectile prediction curve in UE4 to provide more readability to the player.
- Use gameplay loops and flowcharts to design reinforcing mechanics ensuring creativity in the way to score, defend and execute aerial plays.
- Define signs and feedbacks using the 3C model, resulting in camera shakes and smooth camera zooms providing a juicy gamefeel.

GRAPHIC DESIGNER

Freelance - 06/2019 to current

- Develop webpage layouts and templates with Photoshop to create a branded look for an entertainment website, "INFINITY AREA".
- Use Photoshop and Illustrator to generate logos, streaming overlays and merch designs for esports entities.
- Produce a new brand identity for a world famous esports hardware artisan.
- Create content for a game community through a partnership with Ubisoft.

HUGOBOUVET.COM

Portfolio & recommendations letters

