

# HUGO BOUVET

"UI/UX DESIGNER"



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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



## LANGUAGES

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

## EXPERIENCE

UI/UX designer (student)

Dino VS Aliens - 01/2021 to 03/2021

- Design a wireframe of a shop for a mobile game based on monetization using Figma.
- Implement a wireframe design into various scenes of a Unity project using C# and gamemaker to make it functional.
- Create the user interface of the game by using Photoshop to make the visual assets, and Unity to add dynamics behaviours.
- Organize iteration sessions to test and analyze the reactions of the users, then find some designs solutions to upgrade the user experience.

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.

WEB DESIGNER (intern)

Upian - 03/2015 to 04/2015

- Support staff activities to assist web page launches and analyze the construction of their interactable roadmovies.
- Design an interactable 3D space environment from the company's webdocumentary using UE4.

**HUGOBOUVET.COM**

Portfolio & recommendations letters

