

GÉRAUD DE COURREGES

GAME | UX DESIGNER

EAGER TO IMPROVE

docgeraud.wix.com/portfolio

06 63 73 38 16

French | English

2courreges.geraud@gmail.com

ABOUT ME | MY PROJECTS

SKILLS

PROTOTYPING

- Construct 2 (visual script)
- Unreal Engine 4 (B.P.)
- Unity (visual script)

ART | ANIMATION

- Photoshop
- Premiere Pro
- 3ds max

DESIGN | UX

- Formalization (MS Office)
- U.R. Methodology
- Design Theory

EXPERIENCE

UBISOFT | Oct 2016 - April 2017

Associate Game User Researcher

- Playtests on AAA | VR | AA
- Protocols | Analysis | Reviews

UBISOFT | April 2016 - Sept 2016

Game User Researcher Trainee

- U.R Tools and methodology

YBRIK | Nov 2014 - June 2015

Tool design | developer (freelance)

- Construct2 presets | animated comics
- Mock-up for Marvel Infinite Comics

DIGITAL FOREST | Jun 2014 - Sep 2014

Level | economy design (freelance)

- France TV | SpeedQuizz (smartphone)
- Level design | Balancing | Economy

OTHER CLIENTS | 2012 - 2014

Game design | developer (freelance)

- Discovery Channel | web game
- GDF Suez | gamification
- Glénat Publishing | web game
- Airbus | In Flight Entertainments
- Caisse d'Épargne | Facebook game

EDUCATION

ENJMIN | 2014 - 2016

- Master Degree
- Game ergonomics
- Interactive medias

New 3DGE | 2012 - 2013

- 2D | 3D Art
- Photoshop | 3ds max
- Traditional art | History

Isart Digit. | 2009 - 2012

- Bachelor Degree
- Game Design
- With honours

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ABOUT ME | MY PROJECTS

STUDENT GAMES | 5 GAMES

UN PAS FRAGILE | 2015 - 3 months

Lead designer | programmer (Construct 2)

Mix of mini games and narrative

IGF 2017 «Best Student Game» nominee



BRING IT BACK | 2016 - 6 months

User research | game & level design

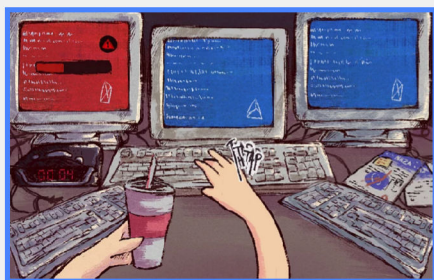
Team of 12 | Unreal Engine 4



AYE CAPTAINS ! | 2012 - 6 months

Lead designer | programmer (Virtools)

GAME JAMS | 10+ GAMES



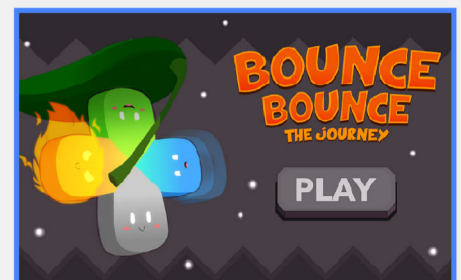
LUDUM DARE 31 (48H)
Designer | Programmer

50 000 + plays



GAME BOY JAM
Solo

50 000 + plays



HTML5 JAM PARIS (72H)
Designer | Programmer

1st prize (1000€)

VIDEOS | 600 000 VIEWS | 43 000 SUBS

Game Anatomy | game design analysis

Show Me Your Dev | documentary

What's in the game | game design basics

