

Amaury Hauler

Game UX Designer

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After 10 years freelancing in webdesign in the east of France, Germany and Luxembourg, I'm now an ergonomist for video games looking for job opportunities -open to relocation-

EXPERIENCE

UI/UX designer | ITECA (France)

2019 - 2020 | UI and UX design on industrial softwares, User Research for 3d environment, VR and AI

Founder & webdesigner (+freelance) | 4h04 Studio (East of France, Luxembourg, Germany)

2008 - 2018 | Communication for small/middle companies, work-for-hire: LeBonCoin, SNCF, BetClic, Prizee, 1&1
MockUps with Photoshop, Prototypes with Figma/XD, Front design & integration with HTML5/CSS3
CMS Adaptation for personal use and e-commerce (Wordpress, Prestashop, Magento)

Online community coordinator | TERA & Pokémon Révolution Online

2017 | Ingame events organisation, community management and moderation

Journal graphic designer | Local associative journal

2014 - 2015 | Bimonthly releases

Personal assistant | Continental

2009 - 2012 | Human resources, employee training management, 4 managers schedules organisation

EDUCATION

Master's degree in ergonomics applied to video games | ENJMIN (France)

User tests organisation, group projects, accessibility, UI/UX techniques

Bachelor's degree in digital sound & image | Université de Lorraine (France)

Initiation to the professions in Image (2d&3d), Sound's and Video game's (Unity) domains

2-year degree personal assistant | Université de Lorraine (France)

Work & study apprenticeship in management domains

Skills

UX & web design – Documentation – Wireframing – Prototyping – Analysis

Softwares

Office – Photoshop - Adobe XD – Figma - Unity

Soft skills

Confidence – Motivation – Creativity – Hindsight – Empathy

Hobbies

Game design – Tech innovation – Stand-up comedy – Series – Reading – Writing

Languages

Native french – Fluent english (written and spoken) – Intermediate german