

# Amaury Hauler

Creative Designer  
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## EXPERIENCE

### Software creative director | OverSOC (Cybersecurity)

2020-2022 | Interactions & Features Design, User Experience, Documentation, UI Design, Visual Direction, Organisation & Coordination with Front Dev integration team, Guiding on Visual Communication, Understanding and respect of Technical Constraints

### UI/UX software designer | ITECA (Industry 4.0, Robotics, VR)

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 and major accounts companies

### Online Community Coordinator | GameForge & PRO team

2017 | Ingame events organisation, community management and moderation

### Journal graphic designer | Local associative journal

2014 - 2015 | Bimonthly releases

### Assistant Manager | Continental

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

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## FORMATION

### Master's degree in ergonomics applied to video game and digital media | Cnam-ENJMIN

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

### Bachelor's degree in digital sound & image | Université de Lorraine

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

### 2-year degree personal assistant | Université de Lorraine

Work & study apprenticeship in management domains

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## 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