

# JAROD BOUILLO

Game designer & Developer | UX/UI Designer

keonevos@proton.me - +33 6 15 71 41 71 - Paris, France (Open to Remote / Relocate)

[Portfolio](#) (keonevos.com) - [Linkedin](#)

## PROFESSIONAL SUMMARY

I'm a Game Design student and a former UX/UI Designer. Proficient in writing Game Design Documents, prototyping game idea fast in Visual Scripting & C++/C# (UE5 / Unity) and conducting playtesting sessions to iterate on player experience. Dynamic, curious and reactive, I'm able to adapt to the constraints of teamwork, even under pressure and tight deadlines. Creative and rigorous, I'm able to find innovative solutions quickly and see a project through from conception to completion.

Currently seeking for a junior Game Designer / Level designer / Game Developer role.

## TECHNICAL SKILLS

**Game Engines :** Unreal Engine 5 (Blueprints, GAS, Level Design, Asset Integration, C++, 3D), Unity (C#, Level Design, Animation, Asset Integration, 2D + 3D)

**Design :** Design Document (GDC, GDD, Pitch, One Page), Level Design Document, Flowcharts, Wireframe, Prototyping (In Engine), UX/UI prototyping (Figma, In Engine), QA Testing

**Proficient in :** Unreal Engine, Unity, Figma, Adobe (Illustrator, Photoshop, After Effect, InDesign), Figma, Notion, Miro, GitHub

## EXPERIENCE

### Game Designer & Developer (Internship) | *Bread Panda Game*

July 2025

*Unannounced Project - Paris, France*

- Analyzed and adjusted an existing game design to improve gameplay flow and player engagement.
- Prototyped and validated new game design concepts in Unity using C# and Scriptable Objects.
- Iterated on game mechanics and balance across an existing codebase, refining core loop feel.
- Built modular C# tools including a train system with wagons and a 3D mesh-bending spline tool for dynamic environment generation (baked in-engine).
- Created visual effects using Unity's particle system and shader graph, including a black hole effect.

### Motion Designer & Artistic Director (Apprenticeship) | *Konbini*

2022 - 2023

*Paris, France*

- Produced motion design videos in close collaboration with the editorial team.
- Designed logos and animated visuals for broadcast panels and branded content.
- Performed live VJing at major European events: Les Ardentés (Liège, Belgium), Séries Mania (Lille, France), and We Love Green (Paris, France).

## EDUCATION

### Bachelor's Degree in Game Design | *LISAA Game / Animation*

2023 - 2026

*Paris, France - In Progress*

### Bachelor's Degree in UX/UI Design & Art Direction (DNMADE) | *L'Ecole de Design Nantes Atlantique*

2020 - 2023

*Nantes, France - Completed*

## MAIN PROJECTS

### Time Sensitive Investigation | *Game Designer & Developer*

2024 - 2025

*Unreal Engine 5 - Team of 12 - Rookies 2025 Contest Entry*

- Design and implementation in Blueprints of in-game puzzles
- Design and implementation of puzzle-based progression systems
- Design of the Game UI in Figma and implementing it in-game using the UMG
- Approval of the Artistic Direction
- Management and coordination among game designers, game artists, and technical artists

### INCANTA | *Game Designer & UX/UI Designer*

2025

*Board Game - Team of 5 - Inspired by League of Legends & D&D*

- Setting up the second iteration of the game design concept
- Create and balance cards & game board
- Creation of the project graphic guidelines
- UI/UX design of the cards and game board in Illustrator and Figma
- Preparing the files and printing the game
- Selecting game components (board, game board, tokens, dice, pieces) within a budget limit

### EKHO | *UX/UI Designer*

2022-2023

*Figma - School Thesis - Accessibility in Competitive Gaming*

- Designed an overlay interface for League of Legends enabling deaf and mute players to communicate with hearing teammates in real time.
- Conducted user research and accessibility-focused UX design, validated through user testing.

## LANGUAGES

FRENCH : Native | ENGLISH : C1