

Sam Chevrin

Junior game UX designer & researcher in video game development

Contact :

Phone number and email address can be found on my portfolio.

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External links :

- [linkedin.com/in/sam-chevrin](https://www.linkedin.com/in/sam-chevrin)
- railnof.itch.io
- [Samchevrin.fr](https://samchevrin.fr) (Portfolio)

Soft-skills :

- Creativity/inventiveness
- Autonomy
- Be a creative force
- Rigour

Langage :

Practice of english at a **B2 level**

Software :

- Figma
- Adobe XD
- Sketch
- Adobe Software (Photoshop, Illustrator, etc...)
- Unity
- Godot
- Unreal Engine

Hobbies :

Reading & **books reviews on internet** (Books & Comics)

Costumes conceptions (**Cosplay**)

Playing Video game for myself and on stream (**Twitch**)

Doing **Bike Trips** (2 to 3h or more)

Professional expertise :

Research :

- Conduct **user tests**.
- Define user experience (UX) **analysis criteria**.
- Define **problems resolution strategies**.
- Define **technical & fonctionnal solutions**.
- **Collect and analyse data & informations**.

Data & New technologies :

- **Integrate interface elements in engine (Unity)**.

Multimédia & Communication :

- Lead an interview, a focus group.
- **Design low-fidelity UI/UX interface prototypes**.
- Define graphic elements **conception**.
- **Design & create graphic elements prototypes**.
- **Design communication supports**.
- **Cooperate with a project team**.

Norms & methods :

- **AGILE, SPRINT, SCRUM** methods and analysis methods.
- **Tests planning**.

Experiences :

Students game projects :

“Monster Inside”
2024 - 5 month



“The Lime Heritage”
2024 - 1 week



“Round the Valley”
2023 - 3 month



Finalist of Alt.Ctrl.GDC



Game jam projects :

“Racines du problème”
2025 - ELGJ



“Amenti”
2024 - Audacieux'euses



“Mr. Punching Bag”
2023 - GMTK Game Jam
Ranked 24th.



Educational Establishment :

- **JMIN Master degree (2022-2024)** - Learning **User Research**, **Video game User experience** & learning **sound-design**.
 - Creation in teams of multiples student games including one sell to Grand Angoulême : “**The Lime Heritage**” as part of a project linked to the city's metropolitan trail.
- **DNMADE interactive design & digital interfaces (2019-2022)** - Learning **UI & UX principles** for mobiles & websites conceptions.