

Sam Chevrin

Junior game UX designer & researcher in video game development

Contact :

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

Sam.chevrin.pro@gmail.com

External links :

- linkedin.com/in/sam-chevrin
- railnfo.itch.io
- Samchevrin.fr (Portfolio)

Soft-skills :

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

Language :

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.