

## DETAILS

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### Ulysse Debouny

+32 472 46 66 64

ulyссе.debouny@gmail.com

https://ulis.design

## EDUCATION

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### MSc Game Design

Leeds Beckett University | UK | 2013

- Graduated with Merit
- Design and development of a 2D platformer
- AR game and experience
- Master thesis on educational game design

### BA Visual Arts

ESA Saint-Luc | Brussels | 2006

- Option: Computer graphics
- Specialisation: Animation
- Short animated film

## SKILLS

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Adobe XD, Figma, Sketch, Invision

Photoshop, Illustrator, Indesign

After Effects, Premiere, Animate

Unity (C#), Unreal Engine

3DSmax, ZBrush

Webflow, HTML/CSS, JS, Google Analytics

Jira

Game Design

Game Development

UI/UX Design

Graphic and Web Design

Identity and Brand Development

Team-player

Problem Solving Oriented

Agile

French-speaking

Fluent in English

Passive understanding of Dutch

## EXPERIENCE

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### UX/UI Designer

Freelance | January 2020 - Present

- Hilarious: prototype, design and animation of game contests
- Jagex: prototype, design and animation of GUI
- Dubit: webdesign and implementation in Webflow, graphic design

### Senior UX/UI Designer

Hilarious | Brussels | June 2021 - December 2022

- Prototype and design of game contests for Proximus' Enjoy platform and cofidiscycling.com
- Design and animation of game assets, banners and stories
- Wireframe and design of multiple websites: flairdiligence.com, tbscg.com, vadis.com
- Logos and brands guidelines

### UX Designer & UI Artist

Jagex Limited | Remote | July 2020 - March 2021

- UX/UI Design for an unannounced video game in the universe of Runescape
- Creation of icons, HUD and GUI
- Illustrations of in-games UI assets
- Transitions and assets animation
- Implementation of design and assets in Unreal Engine

### UI Artist

Dubit Limited | Leeds, UK | June 2012 - December 2019

- Creation of Game UI design and assets for multiple games: Anbar's Adventure, Guardians of Ancora, Pandoo Nation, BCC's Junkateers
- Prototype the userflow and wireframe of the registration process and navigation for Dreamworks' Family App and Highlights' Hidden Pictures
- Successful development of monitorwater.org for EarthEcho in Webflow, resulting in years of client retention and in the development of stemexplore.org and the migration of earthecho.org
- Logos and guidelines for DHX Media WildBrain and other brands
- Production of motion graphics and animations for games and websites
- UI design of various apps on iOS/Android, and websites
- Graphic design on Dubit's external communication and Research department

### Senior French Linguist

WebCertain | York, UK | 2011 - 2012

- Press releases writing and keyword optimisation in French
- Linguistic support in Dutch

### Graphic Designer & Project Manager

Ecolo J | Brussels | 2009 - 2011

- Design and development of organisation's website in HTML / CSS
- Illustrations and logos for organisation's magazines and events
- Design of magazines, posters and leaflets
- Management of political events for the organisation: conferences, demonstrations, training

### Graphic Designer

Studio4U | Brussels | 2009 - 2010

- Illustration of characters and environments for the studio's online game
- Designed logos