

Olivia Erussard

UX UI Designer

Looking for a 6 months internship

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Experience

2022 – 2025 (3years)

Janitor

Part time student job

2020 (1 month)

Visual Communication and 2D Animation Intern

Composer

New visual identity - Created social media content - produced a frame-by-frame 2D animation

2019 (2weeks)

Communication Agency Intern

Iris Communication

Logo design - Flyers - Board game layouts

Projects

Below Their Sight

solo exploration game

UX/UI Designer - User Researcher

Master 2 project (4 months)

Benchmark - Persona design - Playtest sessions (behavioral observation, verbatim analysis, semi-structured interviews, statistical data analysis) - Design of a UI map prototype - Onboarding

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Forlorn

experimental VR project

UX/UI Designer - User Researcher

Master 1 project (3 months)

Documentary research (fear, VR, accessibility) - Persona creation - UI design and implementation in Unity - Playtests sessions (fear scale, narrative understanding, frustration, enjoyment) - Adaptation of multiple narrative layers based on user profiles

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Research papers

2025

Personas et production vidéoludique : un équilibre entre utilité, limites et réalités de terrain

Entre réalité et virtualité : comment le support de jeu module émotions, flow et perception temporelle.

Education

Master's in Digital Games and Interactive Media

Cnam-ENJMIN, 2024-2026

UX Design & Game User Research

Bachelor's in Psychology

Université Rennes 2, 2021-2024

National Diploma in Arts and Design

Lycée Le Paraclet, Quimper, 2018-2021

Digital Design

Skills

Creativity - User Empathy - Analytical Thinking - Collaboration - Communication

Languages

French (native)
English (B2)

Software

Adobe Suite - Figma - Jamovi - Canva - Jira - Confluence - Office 365

Hobbies

Photography - Knitting - Horse Riding - Hiking