

Olivia Erussard

UX Researcher & Designer

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Experience

Projects

2026 (6 months)

User Researcher Analyst Intern

UR Lab, Ubisoft Paris

Participated in the entire user testing cycle for various video game projects: defining and adapting research questions, preparing and conducting tests, analyzing data, synthesizing insights, and providing actionable feedback to the production teams.

2020 (1 month)

Visual Communication and 2D Animation Intern

Composer

Visual identity - Social media content - Frame-by-frame 2D animation

Below Their Sight

solo exploration game

UX/UI Designer - User Researcher

Master 2 project (4 months)

Investigated player behaviours, designed and tested UX solutions, and collaborated across disciplines to improve gameplay systems, information design and onboarding.

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Forlorn

experimental VR project

UX/UI Designer - User Researcher

Master 1 project (3 months)

Investigated player emotions, comfort, accessibility, and narrative comprehension through research and iterative playtesting. Turned player insights into actionable design recommendations that influenced experience, accessibility, and environmental storytelling decisions.

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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/UI 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 (professional)

Software

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

Hobbies

Photography - Knitting -
Horse Riding - Hiking