VIVIANE BICABA
UX DESIGNER

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EXPERIENCE

UBISOFT BERLIN — APRIL 2019 - NOW — UX SPECIALIST

Unannounced project
- Designing a gamepad scheme and adjustements from a PC centric interface
- Setting up a design system to adapt the interface for Nintendo Switch
- Assessing console compliance requirements
- Coordinating with a remote user research lab (strategy and protocol planning)
- Reviewing UI designs for usability and accessibility concerns
- Protoyping in Axure and Adobe XD

Skull & Bones (not yet published)
- Coordinating with Game Designers and reviewing designs
- Reviewing UIs to fit with the design system
- Performing benchmarks

UBISOFT PARIS STUDIO — SEPT. 2017 - SEPT. 2018 — JUNIOR UX DESIGNER

Mario + Rabbids: Kingdom Battle
- Working on the post launch content (multiplayer mode and Donkey Kong DLC)
- Wireframing interfaces and HUD
- Defining signs and feedback to make the fight and puzzle designs clear without specific explanations
- Reviewing current design to propose improvements

ACCIDENTAL QUEENS — MAY 2017 - AUG. 2017 — USER RESEARCH, GAME & NARRATIVE DESIGN

Another Lost Phone: Laura
- Writing character dialogue and other narrative content
- Balancing and designing puzzles
- Running remote and in-house user tests: Writing feedback guides, conducting think aloud user tests

NEKO ENTERTAINMENT — JUL. 2015 - DEC. 2015 — ASSISTANT USER RESEARCHER

Kawiteros
- Defining the art direction of the game
- Producing 2D background environement assets
- Animating 2D elements using a skeletal animation plug-in in Unity

UBISOFT USER REASRCH LAB — JUL. 2015 - DEC. 2015 — ASSISTANT USER RESEARCHER

Various projects were involved
- Recruiting players for playtests
- Writing playtest reports for external teams
- Moderating user tests

EDUCATION

CNAM ENJMIN — 2015-2017

Master's degree in user centered design
- User Research
- Usability reviews
- Psychology bases

ICAN — 2011-2014

Bachelor's degree in Game Design
- Game and Level design
- C# basics with Unity

SKILLS, HOBBIES & ETC.

- Fluent in French and English, Spanish at a "I won't starve in Spain" level
- License in children camp animation and management
- Applied Arts and design
- Possession of a driving license

- Roleplaying
- LARP (costume making and creating)
- Boardgames
- Baking (pies, cakes, cupcakes o/)