

# Jean-Luc Potte

## user researcher

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## Employment

### *Paradox Interactive*

#### **User Research Team Lead** (10/2016 - Present)

Managing a team of 4. Working with managers and producers to identify research opportunities.

Introducing user research to new partners.

#### **User Researcher** (01/2016 to 09/2016)

Designed user research plans. Designed and conducted studies to answer questions from 4 development teams.

### *Ubisoft Paris*

#### **Lead Games User Researcher** (10/2015 to 12/2015)

Managed and mentored 2 junior researchers.

Conducted studies on player motivation.

#### **Games User Researcher** (05/2015 to 09/2015)

#### **Junior Games User Researcher** (11/2013 to 04/2015)

Designed user research plans. Designed and conducted studies on usability and player motivation. Presented results to development teams and top management.

### *Crytek Frankfurt*

#### **Junior UX Designer/Researcher** (04/2013 to 10/2013)

Pitched, designed and developed features. Designed and conducted studies on usability and brand identity.

### *Ankama*

#### **User Researcher, trainee** (06/2012 to 10/2012)

Designed and conducted studies on balancing and first-time user experience. Embedded in 3 teams.

## Education

### **MA in game development, specialization in**

### **UX design and research** (2011 to 2013, Angoulême)

### **BA in Translation and Interpretation** (2008 to 2011, Brussels)

## Methods

- Iterative playtesting
- Usability testing
- Rapid iterative testing and evaluation
- Structured Interviews
- Surveys
- Data visualizations of player behavior and opinion

## To do

- Generative research methods
- Statistical analysis
- Large-scale telemetry

## Shipped products (selected)

- Hearts of Iron 4
- Stellaris
- Trackmania Turbo
- The Division
- Might & Magic Heroes 7
- EndWar Online
- The Crew Road Empire
- Far Cry 4
- Watch\_Dogs
- Occupy Olympus
- GFACE
- Arena Krosmaster (PC)