Jean-Luc Potte
UX manager/researcher

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Employment

Creative Assembly

Senior UX researcher (Sep 2019 → present)

Paradox Interactive

User research manager (Jan 2018 → Aug 2019)
User research team lead (Sep 2016 → Jan 2018)
User researcher (Jan → Sep 2016)
• Over two years, motivated 15 game teams to start using UX research
• Positioned the team as a liaison between Development and Marketing
• Designed the team's documents and visualizations. Wrote a visualization tool in Javascript.
• Used my experience as a designer, researcher and programmer to navigate inter-team conflicts

Ubisoft HQ

Lead games user researcher (Sep → Dec 2015)
Games user researcher (Apr → Sep 2015)
Junior games user researcher (Nov 2013 → Apr 2015)
• Conducted lab and diary studies on usability and player motivation
• Pioneered a research method where players give feedback while they play. The method spread throughout Ubisoft, impacting at least four AAA projects.

Crytek

Junior UX designer/researcher (April → Oct 2013)
• Pitched and designed features
• Conducted studies on usability and brand identity

Ankama

UX designer/researcher, trainee (June → Oct 2012)
Designed features and conducted user studies on balancing and 1st-time user experience

Shipped products (selected)
• Total War: Troy
• Cities: Skylines
• Stellaris
• Far Cry Primal
• Far Cry 4
• Tom Clancy's The Division

Education
Self-taught programmer
Javascript/Unity: making 2D and 3D UX prototypes that react to gamepad/touch/ mouse+keyboard
MA in game development
Game UX design/research
BA in translation and interpretation
English/German to French

To-do list
• UX prototypes that fit with UI artists' workflow
• UX prototypes that fit with project's build process