



Alexandre Agniel

UX DESIGNER
USER RESEARCHER



PORTFOLIO

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Angoulême/Montpellier, France



ABOUT ME

Currently finishing my **Master's Degree** year in **Video Games Ergonomics** at CNAM ENJMIN (Angoulême, France), I'm looking for a **4 to 6 months** end-of-studies **internship** starting from **March 2025**. I specialize in **User Research** and **UX Design**.



SOFTWARES

Design/Management

- Figma
- Canva
- Jira/Confluence
- Notion

Engines

- Unreal Engine
- Unity

Source Control

- Github Desktop
- Fork
- Git Kraken



LANGUAGES

French : Native

English : C1

Spanish : B1

EXPERIENCES

UX/UI Designer | Master's degree 1st year internship

La Méduse Violette

Remote work, june 2024 → august 2024

- Analysis and establishment of ergonomics and accessibility criterias for various projects of the studio
- Interface design and prototyping in Figma
- Redaction of playtest scenarios

User Researcher & UX/UI Designer

on 3 student projects during the first year of Master

- **Fierce & Fluffy**

Itch : <https://tomdexp.itch.io/fierceandfluffy>

- **Space, Love and Blouge**

Itch : <https://nonogg.itch.io/space-love-and-blouge>

- **Nadir : Giant Hunter**

Itch : <https://boolti.itch.io/nadir>

Master's degree 1st year essay in Ergonomics

"The effect of interactive audio ambiances on spatial presence"

EDUCATION

2023 ↑ Master's degree in Ergonomics

2025 | CNAM ENJMIN
Angoulême

2021 Sound Design applied to Video Games

2022 | Audio Workshop
Montpellier

2020 Bachelor 1 degree in computer science and Video Games

2021 | CNAM ENJMIN
Angoulême

2018 Master 1 degree in psychology

2019 | Université Paul Valéry
Montpellier

2015 Bachelor's degree in psychology

2018 | Université Paul Valéry
Montpellier