# Noemie-San Dauphinais Interaction Designer

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An interaction designer interested in different field that focuses that emphasizes the human computer interaction and human to human interaction through technology.

# **Projects**

## Ocean's Whisper, Unreal Engine

December 2024

Underwater exploratory team project

• Handled the coding, sound design and 3D

## **Pineapple Project, Interactive Project**

December 2022

Tangible Arduino Audio team project

• Handled Arduino coding, sound design

#### Candy Crush EULA, Figma

**April 2024** 

UX/UI Design team project

• Designed the user flow, synthesis the information for the user

## Skills & competencies

Problem solving

Adaptability in unfamiliar environment

Flexibility in new tool learning

• Multi-disciplinary knowledge

Communication across different disciplines

· Prototyping analysis

Teamwork and Collaboration

• French language

Web development (HTML,CSS, JavaScript)

UX/UI design (Figma, Illustrator)

• 3D modeling (Blender)

Presentation tools (Powerpoint, Canva)

2D Asset making (Illustrator, Photoshop)

Game Making tool (Unity, Unreal Engine)

# **Works Experience**

#### Camping Lea Jardins D'eau

Summer 2017 - 2025

**Customer Service** 

- · Greeting the customer and handling the cash register
- Handled and managed the seasonal campers, accompanying them to their campsite and answer their questions and needs

### Fruiterie Maisonnneuve

Fall 2020 - Winter 2020

Cashier

- Memorizing codes associated with the items
- · Keeping inventory of the sections and refilling them according to the clients habits

#### Education

Concordia University	2021 - 2025
Bachelor of Fine Art, Comptutation Art Specialization, Game Design Minor	

Seinan Gakuin Winter 2023

Study Abroad, Japanese Language Focus

Dawson College 2019 - 2021

Arts, Literature and Communication, Interactive Media