

WHO AM I ?

I'm a young and enthusiastic French interaction designer.
I'm currently achieving a double Master degree in Virtual Reality Design and Engineering of Virtual Environment.

I love learning new things, digging into new projects and finding unique solutions by using empathy to understand people's needs, and create fun for future users.

Freelance as Motion designer since 2 years, I love to use my skills to help Start-up to communicate about their works. Always ready to participate to awesome projects.

IN FOUR POINTS ?

User Experience Centered

Drive the entire design process by a strong analysis of users troubles and needs.

Multi user Interface

Use empathy and UI design process to increase affordance and usability.

Virtual Reality

Technology enthusiast, always interested in experimenting new techs and tools in my works.

Prototype and Test

Mix and manage differents skills in order to create best projects.

MY METHODOLOGY

Meeting you to establish your askings, targets, desires and purposes.
Searching around your competitors, possibilities, brand values, technologies, graphic styles to create a targeted database on your project.
Analyzing my database to propose reflexion axes and creation leaks.

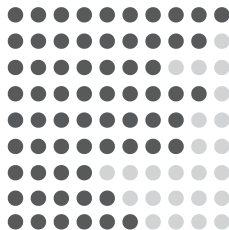
Positioning on some concepts to develop, according to my analysis.
Proposing those concepts to you through (sketch, storyboard, mock-up, design draft, 3D integrations...) to start a creative talk with you.
Selecting the best proposal and modify it according to your feedbacks and advises.

Working on the design part (UI/UX, APP, Game, Motion, Illustration...), then start the developpement (coding, hardware, animation...).
Testing and modifying, restart, iteration system, then introduce you the project.
Lauching the final project, communicating about it (social media, viral video campaign)

DESIGN SKILLS

01 Software

Adobe After Effect
Adobe Illustrator
Adobe Photoshop
Unity
3DSmax
HTML & CSS
Javascript
Arduino
Unity C#



02 Knowledge

Managing
Team work
Pitching project
Observation
Field study
Service Ideation

EDUCATION

From September 2014 to September 2016.
Virtual Reality double Master degree
At l'École de design Nantes Atlantique and Ecole National des Arts et Métiers Paris Tech

From September 2011 to September 2014.
Interaction design Bachelor degree
At l'École de design Nantes Atlantique

PROFESSIONAL EXPERIENCES & INTERNSHIPS

4 Months interaction designer at l'Abbaye de Fontevraud

6 Month project manager/designer of digital marketing at Saltcake, Seoul, Korea

2 Years motion designer freelance

CONTESTS & EXHIBITIONS

Futur en Seine 2014 (International Digital Exhibition in Paris)

International competition. Project selected and showed to the public during the exhibition.

Interactive museography experience for the fine Art Gallery. The idea was to introduce an artist to the young public with a tangible scenography. This project was made with spatial design students.

Laval Virtual 2014 (International VR Exhibition)

Game Jam, international competition. Project showed to the public during the exhibition.

This 30 hours project is game using Oculus Dk1 and kinect1, the user have to find is way into a mixed reality world, with the help of another player. Collaborative experience based on vocal communication, and interaction between real world and virtual one.

Laval Virtual 2015 (International VR Exhibition)

International competition. Project selected in the top 8 and showed to the public during the exhibition.

This 10 days project is augmented reality game, massive multi users experience, introducing a new way to use guestbook. Each visitor can create his little character and play with him as if it was his god.

Nantes Digital Week 2015

International exhibition. Project showed to the public during the exhibition, more than 900 users.

This project is a virtual reality experience, diving user into Jules Verne universe. 20000 feet under the sea they can walk and discover this aquatic world, by walking on a homade connected stepper (offering haptic feedback and better simulation of diving suit and underwater walk)

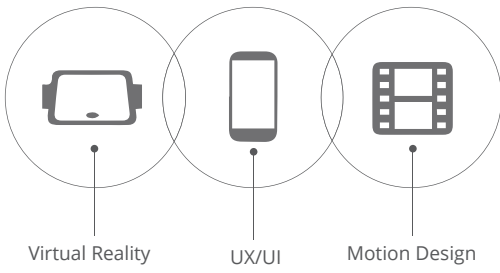
Laval Virtual 2016 (International VR Exhibition)

International exhibition. Project showed to the public during the exhibition, over 200 users.
Showing Jules Verne project V2.

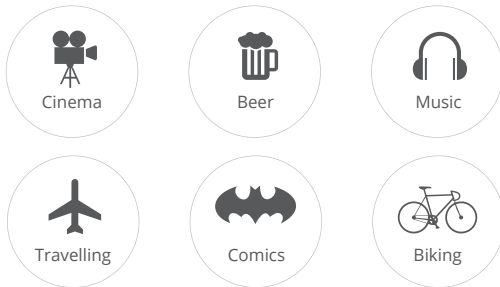
Futur en Seine 2016 (International Digital Exhibition in Paris)

International exhibition. In coming
Showing Jules Verne project V3.

MY SPECIALITIES



HOBBIES & INTERESTS



WHO HAVE I WORKED FOR / WITH ?



LANGUAGES

