



Education Background

2011-2015	Currently in my last year of Interaction design Master's Degree at l'École de design Nantes Atlantique. I preparing also a research Master's Degree in Virtual Reality Engineering at Arts et Métiers ParisTech.
2010-2011	Foundation course preparing for a competitive entrance examination into interaction design field.
2009-2010	Scientific Baccalauréat, equivalent to the English A-Levels.

Work Experience

2008 up to now	Freelance
2013-2014	Grrr Interactive design agency Amsterdam Web, graphic design, interactive experience
2012-2013	French Youth Team Professional sailing youth team Visual identity, website, video, interactive systems
2009-2014	C.N.B.P.P. Sailing club, Bay of La Baule Sailling instructor each summer
2012	Image Web agency Website, graphic design
2009	Internship in Bruno Chanteloup's office Architect Modeling blueprint

2008 Internship at Studio 3 Naval architect

Modeling of sailboats of product line "Ellya boats"

2007 Internship at Groupe Bourbon, tugboats port of Saint-Nazaire

Competitions

Laval Virtual 2014 Project Stuart, Laval Virtual Fantasy First price & IVRC price

We has also been selected to present the project at the IVRC contest in Tokyo, in

October 2014.

Vizmarathon 2012 Data visualization competition

Skills

Software Photoshop / Illustrator / After Effect / Premiere Pro / Flash

Unity 3d / 3ds max

Language Html / Css / Javascript / node js / Php / C# / Processing / Arduino

Openframeworks (C++) / Actionscript 2 and 3

Hobbies

Sport Sailing competition for 13 years, 2 selections for the French championship

Other New technologies

Referees

Florent Michel, Head of Undergraduate Interaction Design Studies at L'Ecole de design Nantes Atlantique f.michel@lecolededesign.com

Grégoire Cliquet, Head of the Virtual Reality Master's Program and Director of READi lab, L'Ecole de design Nantes Atlantique g.cliquet@lecolededesign.com