


## Work Experience

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From August 2016 to December 2016. (Internship)  
Video Mapping, Video content creator.  
URBANSCREEN, Bremen, Germany.
- From 2015 to 2017. (Volunteer work)  
Live Streaming, Video Editing, Graphic Design, UI/UX.  
Cooldown, France.
- From 2014 to 2017. (Volunteer work)  
UX/UI, Graphic Design.  
Ideart, Geneva, Switzerland.
- From September 2015 to October 2016. (Internship)  
UX/UI.  
Web Media Communication, Geneva, Switzerland.

## Education

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From 2016 to 2018.  
Tangible Interfaces Master's Degree.  
L'École de design Nantes Atlantique.
- From 2013 to 2016.  
UX/UI Bachelor's degree.  
L'École de design Nantes Atlantique.
- From 2012 to 2013.  
High School Diploma in Science.

## Awards

November 2017  
3rd place - Ubisoft Hackathon.  
Use of in-game's data to enhance the player's experience

## Languages & Skills

### Languages

French - Native  
English - Fluent (TOEIC: 890 points)

### Skills

Adobe Photoshop      Adobe XD  
Adobe Illustrator      HTML / CSS  
Adobe InDesign      Javascript / NodeJS  
Adobe After Effects      Arduino / Electronic