

Work experiences

Director, Student Entrepreneur (October 2023 - present) Griffure

Director, screenwriter, storyboarder, character animator and composer of the film

UNAI: Tales from Beyond the Stars

engineer, producer, and distributor of the immersive adventure

UNAI: Red Piranha

Animation Studio & transmedia storytelling, *UNAI 11* on Youtube and in Film Festivals

Apprentice Engineer Computer and Multimedia

(September 2022 - February 2023) Andarta Pictures

2D Animation Pipeline Developer specializing in Blender, responsible for the development of Python and BPY extensions for Blender. Animation Studio TP Pipeline

Engineer specializing Computer and Multimedia

(September 2021 - August 2022) The Violet Jellyfish

Developer of augmented reality applications and immersive experiences utilizing Unity and C#.

Authoring of Game Design documents accompanied by storyboards.

Production and animation of 3D videos using Blender. Video editing, team oversight, and development of e-commerce websites. Immersive Storytelling.

Apprentice Software Developer and IT Support Specialist

(September 2020 - August 2021) Vitry-sur-Seine, France

IT Support, Hotline Support, Systems and Network Administration, Fleet Maintenance and Technology Monitoring, PowerShell, Web Development with PHP and MySQL, IT Asset Management Supervision on Spiceworks

IT Support Specialist

(August 2020) Vitry-sur-Seine, France

Fixed-term contract, Information Technology Support

Education

EUR ArTeC / University Paris 8 / University of Paris Nanterre (September 2023 - September 2025)

Preparation for the Master ArTeC research-creation project - Animated Films / Screenwriting, Storytelling for Animation in *ENS La Cambre* (Brussels) / Design & Arts in *ENSAD Arts-Deco*

UDS University of Sherbrooke (Quebec) (August 2024 - December 2024)

International Mobility Baccalaureate in Computer Science, Video Games, and Multimedia, 3D C++ OpenGL Maths courses

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CNAM Nouvelle-Aquitaine/ ENJMIN (September 2021 - February 2023)

Preparation for the Multimedia Engineering diploma through work-study CS 3D Video games

UPEC - University of Fontainebleau (September 2018 - August 2021)

DUT Computer Science - CS Master's Degree

Skills & languages

Drawing and illustrations
 Storyboard & writing
 Video & layout
 Immersive Storytelling
 Programming (Java, C#, C++/OpenGL, Python)
 Communication and Kindness
 Knowledge Exchange
 Creative Projects Collaboration
 Perseverance
 French (native)
 English (bilingual)
 Spanish (fluent)

Software & skills

Illustrator
 Unity
 Photoshop
 After Effect
 Blender 3d & BPY
 Final cut Pro
 Da Vinci resolve
 Procreate
 After Effect
 Unix
 Pipeline Dev