



# Valentin Jacquat

Project Manager, Computer Scientist & 3D Artist

Project manager with a passion for innovation and digital technologies.



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Chavannes-près-Renens,  
Switzerland

## SKILLS

Project Management

Product Owner

Agile

Scrum

Software development

Data analysis

3D animation

## LANGUAGES

French

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency

German

Limited Working Proficiency

## INTERESTS

Music

Tennis

3D modeling

Video games

Animation

## EDUCATION

### Master in Computer Science

EPFL

09/2019 - 04/2022

Courses and related projects

- Advanced Computer Graphics
- Virtual Reality
- Machine Learning
- Complete ray tracer in C++
- VR game for Oculus Quest in Unity
- Recommender system in Python

## WORK EXPERIENCE

### International innovation project manager

Cartier SA

04/2024 - Present

Meyrin, Switzerland

Achievements/Tasks

- Built and deployed immersive experiences using real-time 3D software
- Managed the extension of a visual content production pipeline for e-commerce
- Created videos based on 3D data for the watchmaking manufacture
- Developed new product visualization experiences for e-commerce platforms
- Created an interactive learning experience on leather goods crafting

### Project manager and 3D Artist

Manufactures Cartier Horlogerie

04/2022 - 04/2024

La Chaux-de-Fonds, Switzerland

Achievements/Tasks

- Product Owner of a visual content production pipeline based on 3D data
- Developed a real-time 3D application with Unity
- Created animations and realistic renders of Cartier products
- Project manager for a multi-user VR application

### Master project internship

Artanim

10/2021 - 04/2022

Meyrin, Switzerland

Achievements/Tasks

- Research project on character animation techniques for VR
- Developed a multiplayer VR experience with Unity
- Conducted an experimental study on real subjects

### Software engineer internship

Eyeware Tech

02/2021 - 08/2021

Martigny, Switzerland

Achievements/Tasks

- Developed an eye tracking SDK for Unity
- Developed eye tracking interactions