Galilée Mason

UI/UX Designer

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Profile

Galilée The Human was raised amidst the enchanting world of art. His journey began as the offspring of a human painter and a human writer, which kindled his deep appreciation for creativity. This magical upbringing inspired him to embark on a quest to master the arcane arts of computer science. Now, as an open-minded and enthusiastic young human, He has uncovered his true calling - to help craft immersive and captivating video game experiences.

Education

Master in Human Computer Interaction, *Université Paul Sabatier*

2022 - 2024 | Toulouse, France

Projects

Odysée Alpha, *a mobile app as an exhibition experience*

2023 - 2024

- This mobile application was designed as part of a "Project" course during the third semester of my HCI Master.
- Improvements : Prototyping, Unity, C# , Agile methodology

SmartPhOx, *a mobile app for measuring oxygen level in blood*

2022 - 2023

- This mobile application was designed as part of a "Project" course during the second semester of my HCI Master.
- Improvements : Prototyping, Flutter/Dart, Agile methodology

Professional Experience

Institut de Recherche en Informatique de Toulouse, *Intern*

2023 | Toulouse, France

- Role : Internship with the ICS research team (Interactive Critical System)
- Improvements : HCI skills such as Java Swing, User Centered Design, prototyping with Figma and Balsamiq, state diagrams, research method

Grindhouse Burger, *Kitchen staff*

2022 | Berlin, Germany

- Role : Kitchen tasks and responsibilities in a restaurant
- Improvements : Team work, communication, English, German, work under pressure,

Languages

French (Native), **English** (C1), **German** (A1)

Skills

Adobe Creative Suite | Figma
Unity | Balsamiq | C | C#
Python | Java | HTML / CSS / JS

Interests

- Video-games
- Film-making
- Typography
- Tatooing
- Prompting