

# Galilée Mason

## UI/UX Designer



mason.galilee@gmail.com



www.galileemason.fr



+33 6 84 81 14 42

### Profile

Artistically nurtured, I pursued computer studies with a focus on graphic design and video games. Now, with a solid foundation in both creativity from my artistic upbringing and technical skills in computer science, I am eager to craft compelling video games.

### 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), creating a Proof of Concept for an article, exploring solutions and litterature.
- 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** (C2)

### Skills

Adobe Creative Suite

Figma

Unity

Balsamiq

C

C#

Python

Java

HTML / CSS / JS

### Interests

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