



# JEROME HERNANDEZ

Creative & Software Graduated Engineer



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## PROFILE

I'm passionate about Video Game Digital Art, and have a great affection for interactive and creative contents. Curious and always fully invested in my projects. My particular affection for the Sciences, New Technologies like AR and VR and Digital Art bring me to work for companies like the European Organization for the Nuclear Research and Reality Reflection (South Korea) where. Thanks these opportunities I acquired a wide range of various and pluridisciplinary skills to consistently meet and exceed expectations on delegated work. Serious and enthusiastic, my open-mindedness and my reactivity gave me the ability to learn new tools and concepts quickly while working independently or in a team environment.

## SKILLS

C#



Unity 3D



C / C++



Unreal Engine



AR/VR Development



HTML / CSS



JQuery / Bootstrap



Javascript / VueJS



Photoshop / Illustrator



After Effect / Premiere



## EXPERIENCE

Present  
2017

Reality Reflection  
**CREATIVE DIRECTOR & SOFTWARE ENGINEER**

2014  
2017

European Ogranisation for the Nuclear Research (CERN)  
**CREATIVE DIRECTOR & INTEGRATOR**

Summer  
2014

European Ogranisation for the Nuclear Research (CERN)  
**CREATIVE DEVELOPER**

2012  
Now

Freelance  
**FRONT-END DEVELOPER - VIDEOMAKER - UI/UX DESIGNER - MOTION DESIGNER**



## EDUCATION

2014  
2017

IMAC - University of Paris-Est Marne-la-Vallée  
**CREATIVE GRADUATE ENGINEER AND MASTER IN COMPUTER SCIENCE**

France - Paris

1 year as exchange student in Jeonju, South Korea

2012  
2014

University Savoie-Mont-Blanc  
**UNIVERSITY DIPLOMA OF TECHNOLOGY IN MULTIMEDIA AND INTERNET PROFESSIONS**

France - Chambéry

2012

Lycée Arbez-Carme  
**SCIENTIFIC BACCALAUREAT DIPLOMA WITH SPECIALIZATION IN ENGINEERING, PHYSICS AND CHEMISTRY**

France - Oyonnax



## INTERESTS & HOBBY

