JULIE PUECH

INTERACTIVE MEDIA DEVELOPER & DESIGNER

www juliecapucine.github.io

BIOGRAPHY

Curious, hardworking and a team-player - three words I would use to define myself. I come from a scientific background but now enjoy creating and implementing interactive experiences. I am particularly invested in exploring the world of Augmented and Mixed Reality and all the opportunities it has opened up.

WORK EXPERIENCE

June 2017 - August 2017
LES CARTONS
Front-end development, Web Design, Social Media Communication

January 2018 - April 2018
YUMEBAU
Augmented Reality Development, Unity 3D scripting

PROJECTS

INTERACTIVE DELAUNAY'S DREAMS

An installation exploring the link between human interaction, sound and visuals.

Exhibited at ArtLease, Paris in April 2018
delaunaysinteractivedreams.github.io

MUSIC HOLOGRAMS x BELLE GAME

An interactive Mixed Reality experience in collaboration with the band **BELLE GAME**, for one performance of the song "YUH" using Microsoft HoloLens and iPhones.

Showcase at Art installations exhibit at the Center for Digital Media, Vancouver in August 2018
http://blogs.thecdm.ca/visuality/

CONTACT

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LANGUAGES

FRENCH
native speaker

ENGLISH
full professional proficency

SKILLS

DEVELOPMENT

● ● ● ○ XR development
● ● ● ○ C / C++ / C#
● ● ● ○ Unity
● ● ● ○ Processing

DESIGN

Illustrator ● ● ○ ○
Photoshop ● ○ ○ ○
InDesign ● ○ ○ ○
After Effect ● ○ ○ ○

EDUCATION

MASTER OF DIGITAL MEDIA
Vancouver, Canada
2017 - 2019

IMAC Engineer
(equivalent to a Master degree in Art and Science)
Paris, France
2015 - 2019