



**Aurore
LAFAURIE**



PROFILE

As an IMAC engineering graduate, I am seeking my first professional opportunity. I am particularly interested in visual creation in video games, as well as in the film and animation industry.

I recently completed my internship at Technicolor Group, where I contributed to the development of the open-source software Meshroom.

LANGUAGES / COUNTRIES

French (Native)

English (C1)

Japanese (B1)

Spanish (B1)



Native 6 months



Travel

SKILLS

Abilities

Development
Project Management
Graphic Design
Communication

Soft skills

Easy speaking
Independent
Team work

Tools



EXPERIENCES

Career

6-month internship (2024) :
Software developer for Meshroom
Technicolor Group - Paris

13-week internship (2023) :
Product Specialist for SMODE
Smode Tech - Paris

14-week internship (2021) :
Web development in Javascript and
Three.js

Complementary

Tutored project in January 2023 :
3 weeks
Implementation of Geolocation
module in Meshroom, open-
source software

TOEIC : Test of English for
International Communication,
980 Points / C1
Done in December 2022

BAFA : Youth worker qualification,
Validated in June 2020

Studies

IMAC: Image Multimédia
Audiovisuel & Communication,
ESIPE , 2024.

Art and science engineer
Semester in Hakodate, Japon

DUT MIT: Multimedia and Internet
technologies,
IUT de Tarbes , 2021.
Technical diploma in multimedia
technologies

Scientific Baccalaureate,
Japanese LV3 and European
Section English,
Lycée Ozanne, France , 2019

CONTACT ME :



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