

LUCAS RAMOND

CONCEPT DESIGNER

51 Grand rue Jean Moulin, Montpellier (FR)

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Born on 29/04/1994 in Perpignan lucas.ramond@gmail.com \bowtie

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Driver's license (CatB)

SOFT SKILLS.

Eco-design. Visual storytelling. Leadership and teamwork. Adaptability and resilience. Cultural mediation and pedagogy. Project management and coordination.

HARD SKILLS.

Adobe Suite and Equivalent Software. Augmented Reality and Interactivity. 3D Modeling, Rendering, Animation. Digital Fabrication & CAD/CAM. Building & Construction Skills. Sound, Video, and Editing. Multi-material Design. Enalish

ABOUT.

Multidisciplinary and versatile, my journey between entrepreneurship and teaching has led me to design and manage unique projects blending product design, spatial design, digital media, and visual arts. My approach is rooted in collaborative values to develop impactful solutions that combine functionality, aesthetics, and user experience.

2021-2024~pedagogy

Professor of Applied Arts DNMADE

École Boulle, AC Paris École du Verre Lucas de Nehou

→ Project Communication,CAD, Technology and Materials, Digital Tools and Languages.

2023~mentorship

Guest Lecturer, 3D Workshop

CPES-CAAP Colbert - Reims

→ Preparatory Class for Higher **Education in Applied Arts** 3D - CAD/CAM - AR

depuis 2021~management

Co-operator

The Left Place, The Right Space

→ Co-direction and management of a contemporary creation artist run space.

2019-2021~pedagogy

Professor of Scenography

University of Reims (FR)

 Bachelor and Master, Performing Arts.

2019-2020~mentorship **Digital Tools Trainer**

Y-Schools

→ Digital & CAD/CAM Trainer for professionals and students.

7 2018 - 2020~management

Fablab Coordinator

SaintEx - Culture Numérique Reims

→ Management of digital fabrication tools, project support, mediation, and workshops.

CURSUS.

2013-2018

National Diploma in Visual Expression

École Supérieure d'Art et de Design de Reims Master in Design, with honors.

2019-2020

FLUXUS Incubator Program

DRAC. Grand Est

Mentorship program for cultural entrepreneurs.

2022-2023~ space design

Freelance Enabler

Reims European Capital of Culture

→ Creative design,technical coordination, feasibility, site supervision.

2021-2022~visual arts

Individual Creation Grant DRAC Grand Est

→ Funding for the research and creation of the Envers project. Immersive installation.

▼ depuis 2021~space design

Freelance Facilitator

FRAC CA, City of Reims, Jeu de Paume, The Left Place, Mécènes du Sud

Exhibition management.

2020~situationist design

BIL. [original creation] Club Sans, for The Left Place, Artist run space.

Modular wall bookshelf.

2020~situationist design

Co-foundation of Club Sans. Global Design.

→ Collective focused on product, space, graphic, and digital design.

▼ 2016~product design Echos. [original creation]

Bernard Chauveau Edition ESAD of Reims

→ Exhibition at the Musée des Arts Décoratifs and product edition.

▼ 2024-2025~visual arts Individual Creation Grant **Grand Est Region**

→ Funding for the research and creation of the Nuage project.A collective, protean project focused on the creation of sound objects.

2022~digital design

Freelance 3D Artist

City of Tours-sur-Marne, Saint Ex Culture Numérique

→ AR Reconstruction.

Z021~situationist design

JIM. [original creation] Club Sans, for Typojanchi International Typography Biennale, Seoul, Korea

→ Immersive installation,curatorial freedom for the exhibition.

Z020~situationist design

LA. [original creation] Club Sans, for the village of Mesnil-sur-Oger

→ Participatory sound signage for the contemporary art weekend.

Z020~situationist design

AN. [original creation] Club Sans, for the Cultural Department of the City of Reims

→ Participatory playful installation.

7 2018-2019~digital design

Freelance Collaborator Studio Non Commun - Paris

Mydriaz - Paris

→ 3D consulting, POS, interior design, graphic creation, mock-ups, (Lancôme, Cartier).

Z015~product design

Bricke. [original creation]

École de Céramique de Vallauris

→ Winner of the 980° Competition.