



Lucie Brosson

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lucie-brosson.github.io

DSAA Digital student at Olivier de Serres, Paris, I am fascinated by storytelling, new technologies and design.

Languages

French	First language
English	Bilingual
Spanish	Intermediate

Skills

Coding languages :

Python, C++, Javascript (p5*, json),
HTML, CSS, C#

Software :

Unity, Blender, suite Adobe
(Photoshop, Premiere, Indesign, Illustrator,
After Effect), Figma, Github

Other :

Animation (2D, stop motion) ,
Drawing, Sewing

Interest

Drama	Improvisation and classical
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Cinema, contemporary and
modern art

Travels	Sweden, Ecuador, Iran
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Education

DSAA Digital

ENSAMAA, Paris, France | 2022 - 2024
Class representative

Blender | Unity | Photography | video editing

BSc Creative Computing

UAL, Londres, UK | 2019 - 2022
Class representative

Arts and Artificial Intelligence | Visualisation and Sensing | Physical
Computing | Human Computer Interaction

BA (HONS) Fine art | Drawing

UAL, Londres, UK | 2018 - 2019
Class representative

Drawing Systems | Critical and Reflective Practice | Exhibition

International Summer Programs | Animation

Rubika, Valenciennes, France | July 2018

Character design | 3D modeling for Animation

MANAA

Com'art, Paris, France | 2017-2018

Live Model | Documentary study | Rough | Graphism

Employments

End of year exhibition development assistant

UAL, London, UK | March - June 2022

Bachelor representant | Graphic design | team decision making

Freelance | communication

UAL, London, UK | 2021

Marketing Photoshoot | Open day support | Exhibition
support

Stage Etam

Etam, Paris, France | June - July 2021

Photoshop | Video integration | Benchmark

Freelance | 2D animation

Demain Beauty , Paris, France | March 2020

2D animation for mothers' day