

I dedicate myself fully to all the projects I undertake, striving to exceed expectations and push boundaries. My professional goal is to combine my acquired technical and artistic skills.

Formation

- 09/2024→ ■ **Master's degree in Industrial Engineering (spec. in electromechanics)**
ECAM Brussels Engineering School, Woluwe-Saint-Lambert
- 2021-2025 □ **Art education: Computer graphics and digital arts**
Académie des beaux-arts, Watermael-Boisfort
- 2015-2021 □ **CESS**
Institut Saint-André, Ixelles

Languages

French, English (B2)

Experiences

- 01/2026→ ■ **Final year project**
Subject: Mechanics/Manufacturing
Walibi Belgique, Wavre
- **Professional integration internship**
Subject: Design of an animation for an attraction: creation of electrical and hydraulic plans, design of the DMX control system, artistic research and development of layout plans.
Walibi Belgium, Wavre
- 2023-2025 □ **Private lessons**
Providing support to high school students in mathematics, physics, and study skills courses.
MySherpa, Bruxelles

Personal projects

- 2022→ ■ **Okbots Expedition**
Development of a video game using the Unreal Engine (and various production software). Graphic design, programming, gameplay, and audio design are all done personally.
 - 2020→ ■ **Graphic designs and illustrations**
Production of original illustrations with a unique graphic style and development of visuals adapted to different creative projects.
- More informations: aurelienpetit.com

Professional software

Aspect technique : Solidworks, Matlab, Abaqus, Eleccalc, Fusion
Aspect créatif : Unreal Engine 5, Final Cut Pro, Motion, Logic Pro

