

# PETIT Aurélien

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Belgium

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-Boitsfort*
- 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 Belgique, 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](http://aurelienpetit.com)

## Professional software

Aspect technique : Solidworks, Matlab, Abaqus, Eleccalc, Fusion

Aspect créatif : Unreal Engine 5, Final Cut Pro, Motion, Logic Pro



Last updated on Feb. 20 2026

Available online : [aurelienpetit.com/cv](http://aurelienpetit.com/cv)