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

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-Boistfort*
2015-2021	☐	**CESS** *Institut Saint-André, Ixelles*

Languages

French,   English (B2)

Experiences

2025 (6 weeks)	☐	**Observation internship** Company immersion including the execution of projects related to special building techniques and the observation of the daily work of industrial engineers and draftsmen/designers with the monitoring of weekly construction sites/meetings. *Lemaire Ingénieurs, Auderghem*
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

Technical aspect : Solidworks (CSWA), Matlab, Abaqus, Eleccalc, Fusion, RobotStudio, …
Creative aspect : Unreal Engine 5, Final Cut Pro, Motion, Logic Pro, …

Last updated on December 16, 2025
Available online : *aurelienpetit.com/cv*