



Gwennhaele Labour

3D Artist VR/AR (in Master 2)

Birth
03/05/1998

Nationality
French-British

Contact

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Personal skills

French - native language
English - native language

Project Manager, Organization, Communication

Informatics skills



Accomplishments

Winner of the Mayam Challenge Skills competition 2020

Development of an application for the company *Porsoft*. Virtual tour of the laboratory as well as several scientific manipulations that is used for training in virtual reality (modeling 3ds Max, texturing Substance, Unity programming in C#)

Experiences

Development of an experiment of tools for the communication of ideas (May-September 2020)

Lampa (Presence and Innovation research Laboratory)

Development and realization of an experiment used in a doctoral thesis in the research laboratory (*LAMPA*). Technological and scientific research watch, analysis of the processes for communicating ideas, and development of a 3D viewer of different means of communication under Unity (C#development)

Industrial digital modeling (April-June 2018)

Style & Design

Digital industrial modeling on Autodesk Alias of parts for the automotive industry

Physical modeling (April-July 2017)

Polyrepro France, SARL

Ensuring the production of silicone molds from stereolithography
Finishing of PU parts, paints and assemblies

Education

Research Master's in 3D Interactive Technologies Management 2019 > 2021

Institut des Arts et Métiers ENSAM (Laval, France)
Virtual and Innovation Engineering
(Virtual Reality, Augmented Reality)

Bachelor's in Industrial Digital Modeling 2017 > 2019

Strate Ecole de Design (Sevres, France)
Industrial Modeling (digital and physical)

High Secondary Education Diploma 2013 > 2016

Institut Saint-Luc (Tournai, Belgium)
Department Design, Stylisme, Graphisme