



# 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 *Porsolt*. 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