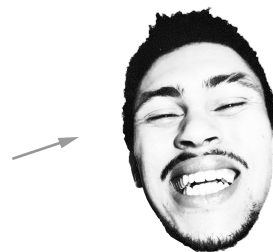


Maximilien JOURDAIN

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Montréal / Paris



Creative Technologist freelance

Education

2013 - 2015 | DUT Informatique - **IUT Paris Descartes**

2015 - 2016 | Bachelor of Interactive Design - **Gobelins**

2016 - 2018 | Master of Design and Management of Interactive Innovation - **Gobelins**

Experience

2014 - 2015 | Assistant support référentiel (*apprenticeship*) - **Crédit Agricole CIB**

2015 - 2018 | Creative Technologist (*apprenticeship*) - **Publicis Sapient** (Labs)

Last Projects

2019 | **Audemars-Piguet SAV** - iOS Application (Unity, C#)

2019 | **Crédit Agricole VJing** - Generative art R&D for a PC Application (Unity, C#)

2019 | **Rolland Garros Visite Virtuelle** - Android & PC 3D Application (Unity, C#)

2018 | **Nike Face Tuned** - iOS AR Application (Unity, C#)

2018 | **Fleury Michon VR** - Android VR Application (Unity, C#)

2017 | **Dior Eyes** - Android VR Application and Back Office (Java, Slim 3, PHP)

2016 | **Ruinart Invisible Shadow** - Interactive Installation (openFrameworks, Arduino)

Skills

Programming : Swift, Objective-C, Java, C#, C, C++, Javascript, PHP

Frameworks : Unity, openFrameworks, Arduino, Xcode, Android Studio, Spark AR

Languages : French (native), English (fluent)

Interests : Music (production & djing), Video Games, Cooking, AI