

Interaction designer

Exploring our future relationships with AI, especially **sentiment analysis** and **natural language processing**. I carry a solid technical background in **development** and **rapid prototyping**, especially related to **text analysis** and **face recognition**. **Critical and idealist**, I use **design fiction** to provoke conversation around the type of future we want to create.

Skills

Development

Professional experience

React, Typescript, Javascript ES6
HTML5 / CSS3 / SASS, Git, Gitflow
Standards W3C & Accessibility
Wordpress

Experience in personal projects

Cordova, Ionic
Arduino / C++, Processing / p5.js
Unity / C#, Pandoc

Visual Communication

Presentation design

with Google Slides

Graphic Design

Visual identity, print, web
InDesign, Illustrator, Photosh., XD

Languages

French - Native

Good writing skills

English - Fluent

Spanish - Fluent

German - Basic knowledge

Work Experience

since May 2019

Front-end developer

Lokalportal GmbH, Hamburg, Germany

- Developing a web app with React/Redux and Typescript
- Working closely with designers for integrating pixel-perfect mockups
- Writing unit tests (Jest) and E2E tests (Cypress)
- Accessibility and SEO focus

since Nov. 2016

Mentor in web development

OpenClassrooms, online school, France

Tutoring students in web development: HTML/CSS, Javascript, Wordpress. Accessibility & SEO.

2014 - 2019

Freelance Designer

- Elaborate brand strategy and art direction
- Create logotypes and print products (brochures, booklets)
- Develop websites with Wordpress and CMS Made Simple

Aug-Sept 2018

Digital Artist in Residency

Fak'ugesi African Digital Residency, Johannesburg, South Africa

Creating an interactive installation using face emotion recognition to control a radio.

July-Aug 2017

Fiction Design intern

BBVA Data & Analytics, Madrid, Spain

- Working with data scientists to imagine usages of algorithms like word2vec, recommender systems.
- Elaborating design fiction scenarios and make them real via posters, websites or videos.

Oct. 2016

Guest professor in graphic design

Campus Rhône Alpes, Annecy, France

Graphic design intern

Aug-Sept 2015

MWM Communication, Communication Agency, Le Pont-de-Beauvoisin, France

June-Aug 2014

Sorel & Stendhal, Communications and event agency, Grenoble (FR)

Education

2014 - 2016

Master of Arts HES-SO in Design - Media Design

HEAD (High School of Art and Design) - Geneva, Switzerland

Interaction design, prototyping, design fiction.

Thesis about UX/UI design of machine learning based systems, supervised by Nicolas Nova.

Project was a speculation on sentiment analysis in personal communication, supervised by Gordan Savičić.

2014 - 2016

Bachelor in Arts

Fine Arts School, Aix-en-Provence (FR)

Digital and generative art.

2012 - 2014

Advanced Technician's certificate in Visual Communication

Pôle supérieur de design, Villefont. (FR)

2009 - 2012

Technical Baccalaureate in Applied Arts

Lycée Marie Curie, Échirolles (FR)

Participation in events

Talks / Conferences

What is chili design?

Akademie Schloss Solitude. 22.06.2019. Stuttgart, Germany

Jouska: A Speculation on AI in Sentiment Analysis

Pecha Kucha AI Night. 24.05.2019. HEK, Basel, Switzerland

Diseño critico y futuros alternativos (Critical design and alternative futures)

Meetup with association Ping a Programadoras. 24.04.2019. Sevilla, Spain

Pourquoi intégrer l'humour dans le design d'interaction? (Humour in Interaction Design)

Le numérique n'est-il qu'une grosse blague? Bibliothèques de Genève, Switzerland. 18.10.2018

Introducing Chili design

Fak'ugesi Talks: Premonition and Digital Imaginaries. Johannesburg, South Africa. 06.09.2018

Optimized talk: what future for digital personal assistants? (Jouska)

GSGS'18 (Gamification and Serious Game Symposium). Neuchâtel, Switzerland. 06.06.2018

Conversing in the era of autocompletion

Junior Design Research Conference. ZHDK, Zürich, Switzerland. 10.11.2017

Exhibitions / Projects presentation

2018 Fak'ugesi African Digital Innovation Festival (Johannesburg), HER Art + AI (Roma), GSGS (Neuchâtel)

2017 Ludicious Game Festival (Zürich), Maker Faire (Grenoble, France), Martin Bodmer Foundation (Geneva)

2016 Lift Conference Geneva, Fondation Vasarely (Aix-en-Provence, France)

2015 Eniarof, Video mapping for European Museum's Night (Aix-en-Provence, France)

Hackathons

2017 Scientific GameJam, Jury prize for "Fate", an interactive story about social determinism, Grenoble (France)

2016 Museomix, Roman Museum, Nyon (Switzerland)

2016 Labomusée, Musée de la Grande Chartreuse (France)

2015 Museomix, Museum für Kommunikation, Bern (Switzerland)

Other

Critical thinker. Always enthusiastic. Curious. Fast & independent learner.