

Interaction designer

Exploring our future relationships with AI, such as sentiment analysis or natural language processing. Carrying a solid technical background & using design fiction to provoke conversation around the type of future we want to create.

Education

2016 - june 2018

Master of Arts HES-SO in Design - orientation Media Design

HEAD (Hgh School or Art and Design) - Geneva (CH)

With Excellent distinction.

Interaction design and design fiction. Thesis supervised by Nicolas Nova. Project supervised by Gordan Savičić.

Master's project was "Jouska", a text messaging app allowing people to make a sentiment analysis of their personal communications. The projects also present a video exploring the future of sentiment analysis.

2014 - 2016

Bachelor in Arts - Hypermedia Workshop

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

Digital and generative art. Hypermedia workshop directed by Douglas Edric Stanley.

2012 - 2014

Advanced technician's certificate in Visual Communication opt. Digital Graphic Design.

Pôle supérieur de design, lycée L. de Vinci, Villefontaine (FR)

Print: visual identity, posters, logos.

Digital: webdesign, UI/UX, design thinking.

2009 - 2012

Technical Baccalaureate in Applied Arts.

Lycée Marie Curie, Échirolles (FR)

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Work Experience

Mentor since November 2016

OpenClassrooms, remote school (FR)

Mentoring students in web development (HTML, CSS, Javascript, Wordpress) and design (UI/UX).

Independant graphic designer since January 2014

Freelancer

- Building brand position & visual identities.

- Creating commercial printed documents (booklets, posters) and websites.

Digital Artist in Residency aug - sept 2018

Fak'ugesi African Digital Residency, Johannesburg (SA)

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

Design Fiction & User Experience intern july - aug 2017

BBVA Data & Analytics, Madrid (ES)

Supervised by Fabien Girardin (Near Future Laboratory).

- Collaborating with data scientists to imagine future usages of the technology they develop (word2vec, recommender systems).

- Elaborating design fiction scenarios and make them real via posters, websites or videos.

- Creating posters for internal communication.

Guest professor in graphic design oct 2016

Campus Rhône Alpes, Annecy (FR)

- Teaching design softwares (Adobe Suite: Photoshop, Illustrator, InDesign) and web development with Wordpress.

Graphic design intern aug - sept 2015

MWM Communication, Communications agency - Le Pont-de-Beauvoisin (FR)

- Web design and web development with CMS Made Simple and Wordpress.

- Creating booklets, revues, visual identities.

- Presenting and argumenting the proposals to clients.

Graphic design intern june - aug 2014

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

Creating printed documents, Wordpress Websites. Development of an e-commerce website with Prestashop. Community management.

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Skills

Visual Communication

Graphic Design

Visual identity, print, web
Photoshop, InDesign, Illustrator, XD, Sketch

Shot and retouch

Use of digital reflex camera.
Lightroom & Photoshop

Video editing & Animation

Video editing of short films, simple animation
Première Pro, After Effects

Development

Web

HTML5/CSS3, standards W3C & accessibility
Javascript (ES5 & ES6), Typescript, node.js, npm, webpack, websockets, Cordova, p5.js
Wordpress, Kirby, CMS Made Simple

Others

Git / GitHub, Markdown, Pandoc
Processing / Unity / C#
Command line

OS

Windows & Mac
Basic knowledge of Linux (Ubuntu)

Languages

French

Mother tongue.
Great writing skills

English

Fluent

Italian

Basic knowledge

Participation in events

Talks

Introducing Chili Design

Fak'ugesi Talks: Premonition and Digital Imaginaries, sept 2018 - Johannesburg (SA)

Optimized talk: what future for digital personal assistants?

GSGS'18 (Gamification and Serious Game Symposium). July 2018 - Neuchâtel (CH)

Conversing in the era of autocompletion

Junior Research Conference. nov. 2017 - ZHDK, Zürich (CH)

Exhibitions / Festivals

Fak'ugesi African Digital Innovation Festival, (Johannesburg, SA)

Lift Conference (Geneva, CH)

Ludicious Game Festival (Zürich, CH)

GSGS'18, Gamification and Serious Games (Neuchâtel, CH)

Fondation Vasarely, Voayges Immolibes (group exhibition, Aix-en-Provence, FR)

Maker Faire (Grenoble, FR)

European Museum's Night (Pavillon Vendôme, Aix-en-Provence, FR)

Eniarof #13, Retro-comptatible Museum (game exhibition, Avignon, FR)

National Swiss Museum (Zürich, CH)

Martin Bodmer Foundation (Geneva, CH)

Hackathons

Scientific GameJam, Casemate, Grenoble (FR) - Jury prize

Museomix, Roman Museum, Nyon (CH)

Labomusée, Grande Chartreuse Museum (FR)

Museomix, Communication Museum, Berne (CH)

Other

Always enthusiastic. Autonomous. Curious. Fast & independant learner.