

Internship at studio guez  
5 weeks



## Who is studio guez ?

Sonia Dominguez  
Nico Baldran  
Damien Duparc  
Netillo Rojas



## What did I do ?

- Wireframes conception
- Websites development
- Graphic design projects
- Collaboration with designers
- Storytelling for brand identities
- Skills in Figma, Adobe, Code
- Understanding of client need
- Iterations and adaptations

EXPLORATEUR ...

▼ TRAMO... ⌂ ⌂ ⌂ ⌂

  ▼ .github/workflows  
    ! node.js.yml

  > .nuxt

  > assets

  > components

  > docs

  > node\_modules

  ▼ pages

    ▼ projets

      ▼ [slug].vue

      ▼ index.vue

    ▼ public

      Ξ .nojekyll

      ★ favicon.ico

      Ξ robots.txt

    > server

    ◆ .gitignore

    Ξ .node-version

    ▼ app.vue

    TS nuxt.config.ts

    {} package-lock.json

    {} package.json

    ⓘ README.md

    TS tsconfig.json

pages > ▼ index.vue > {} template

1   <template>

19   |   impression</h3>

20   |   <p>

21   |     Notre atelier est équipé de machines d'une presse Riso 12 coule

22   |     dans les projets imprimés.</p>

23   |   <p>

24   |     Nous disposons également de presses typographiques et offset, i

25   |     recours à des techniques traditionnelles.</p>

26   |   <p>

27   |     Nous considérons les autres imprimeries comme des alliées et co

28   |     projets.</p>

29   |   <p>

30   |     Nous travaillons avec des machines</p>

31   |     <div class="index\_\_img">

32   |       

33   |     </div>

34   |   <h3>

35   |      expérimentation

36   |   </h3>

37   |   <p>

38   |      💡 L'expérimentation est au cœur de notre travail. Atelier Tramons

39   |      souhaite rechercher les limites de l'imprimé.

40   |   </p>

41   |   <h3>

42   |      FORMATION (BIENTOT!)

43   |   </h3>

44   |   <p>

45   |      Nous développons un ensemble de formations autour de l'imprimé,

46   |      d'initier aux techniques d'impression artisanales.

47   |      Plus d'informations seront bientôt disponibles sur nos prochain

48   |   </p>

49   |   <h3>

50   |      l'espace

51   |   </h3>

52   |   <p>

53   |      l'espace

54   |   </p>

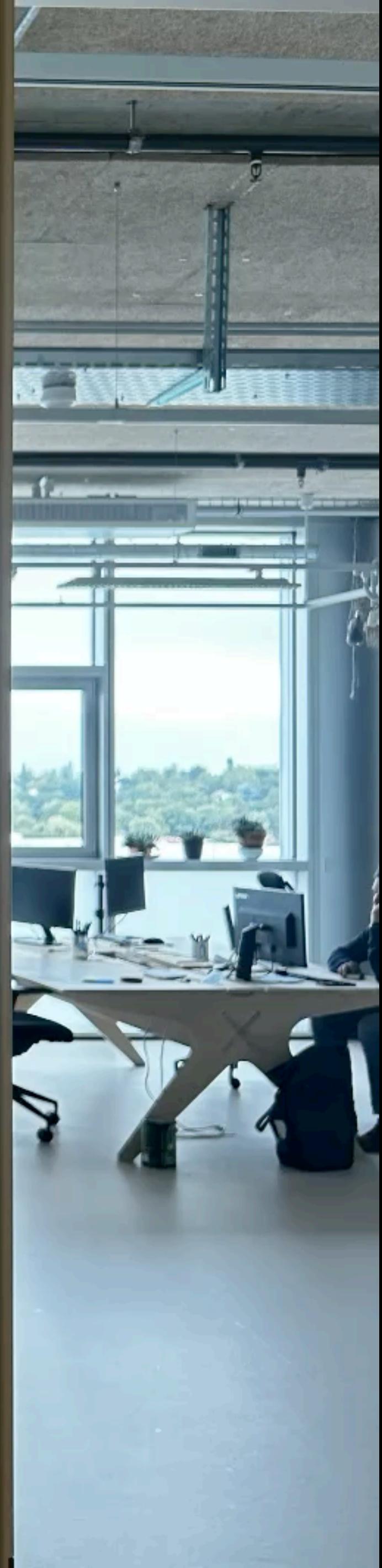
55   |   <n>

## What did I learn ?

- Code and web design skills with Nuxt
- Experience in interaction design
- Improved prototyping for digital interfaces
- Balanced technical requirements with creativity
- Visual communication skills in digital contexts
- Listening skills to understand client needs
- Appreciated the role of feedback
- Recognized the importance of adaptability
- Team-work skills

...

- **facenord**
- **les fantastiques communs**
- **octree**
- **studio guez**



Things I like

"Monument eines unbekannten Menschen" by Ersan Mondtag is a theatrical installation that functions as both a personal and socio-political exploration of memory and identity. It takes inspiration from the life of the artist's grandfather, Hasan Aygün, a Turkish migrant worker in 1960s Germany, and reflects on the broader narratives of guest workers who contributed to Germany's economic boom but remained largely unrecognized. The tear-shaped structure integrates personal memories with fictional elements, employing theater, architecture, and sound design to create an immersive experience that examines themes of migration, labor, and invisibility.



Ersan Mondtag - Monument eines unbekannten Menschen



Ersan Mondtag - Monument eines unbekannten Menschen

"Repeat after Me II" is an art installation portraying Ukrainian war witnesses who describe their experiences through the sounds of war, like gunfire and explosions, using a karaoke format. Instead of songs, the "lyrics" are descriptions of deadly weapons, inviting the audience to mimic these sounds, reflecting the reality faced by refugees. The installation is set in a karaoke bar-like environment, symbolizing how war has invaded everyday life. It underscores the idea that understanding these sounds is crucial for survival in a militarized world shaped by nationalist and imperialist policies.



Open Group (Yuriy Bilev, Pavlo Kovach, Anton Varga) - Repeat after me II



Open Group (Yuriy Biley, Pavlo Kovach, Anton Varga) - Repeat after me II

The project "Calling Philippe/Prove your love" by Jenny Rova explores themes of memory, love, and consent. When Rova met Philippe, who was living illegally in Switzerland, he refused to be photographed due to fear of repercussions.

However, Rova secretly captured screenshots of their video calls. As they planned to marry, these images became crucial evidence to prove the authenticity of their relationship amid suspicions of a marriage of convenience. The installation questions the role of photography in relationships, the concept of memory, and the ethics of consent.



Jenny Rova - Calling Philippe/Prove your love



Jenny Rova - Calling Philippe/Prove your love

Human Resource Machine is a puzzle game. In each level, your boss gives you a job. Automate it by programming your little office worker! If you succeed, you'll be promoted up to the next level for another year of work in the vast office building. Congratulations!

Don't worry if you've never programmed before - programming is just puzzle solving. If you strip away all the 1's and 0's and scary squiggly brackets, programming is actually simple, logical, beautiful, and something that anyone can understand and have fun with!





Things I hate

« Médecins Sans Frontières is partnering with the Swiss visual artist and composer Cee-Roo, to present an immersive experience focusing on maternal health. This unique audiovisual production will be broadcasted in the Syllepse: a huge cistern equipped with a 360° projection system located in the Jardin des Nations, in Geneva. Mother-to-be? will take you on a journey through motherhood with more than 26 testimonials from women around the world. »

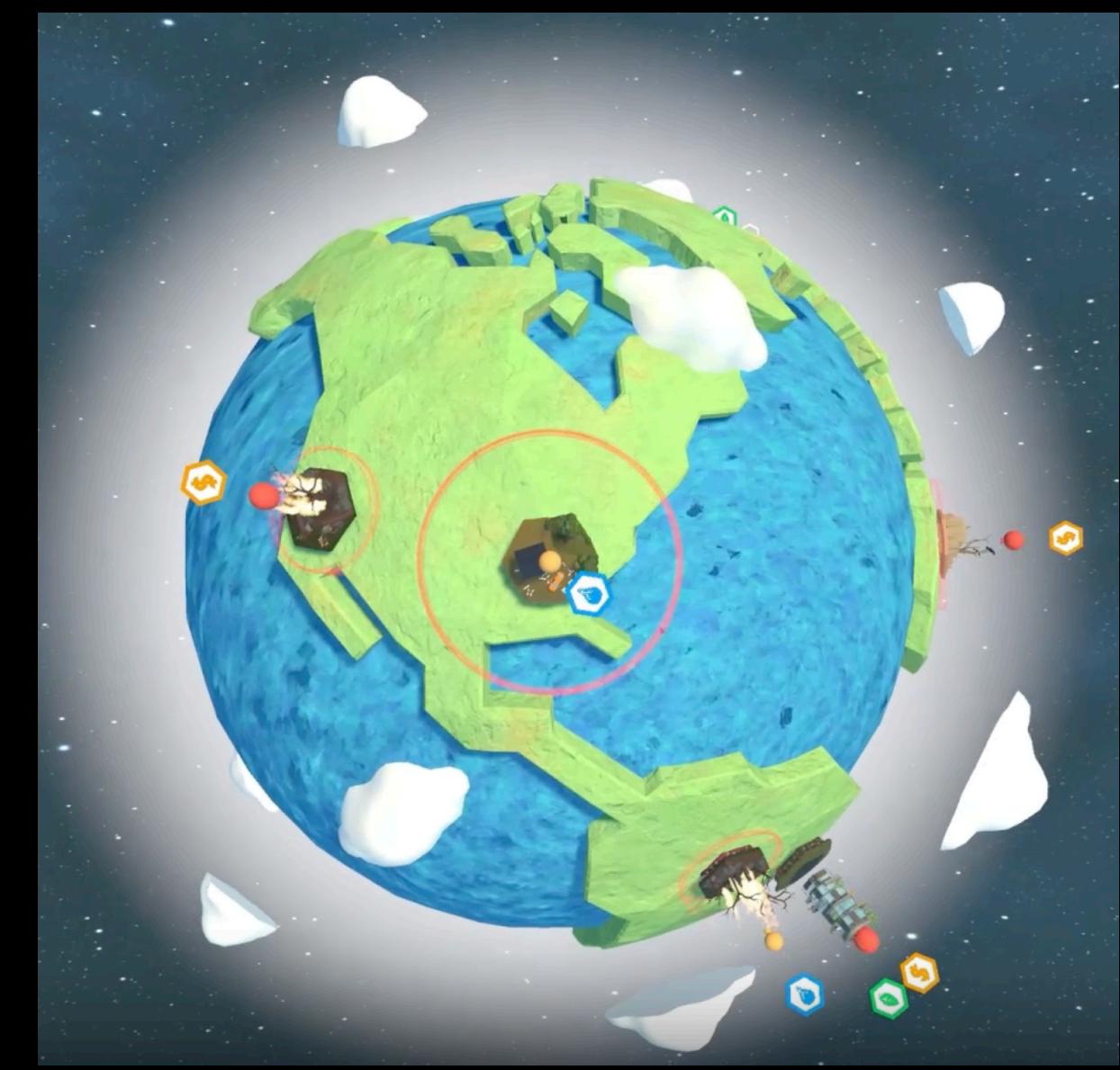
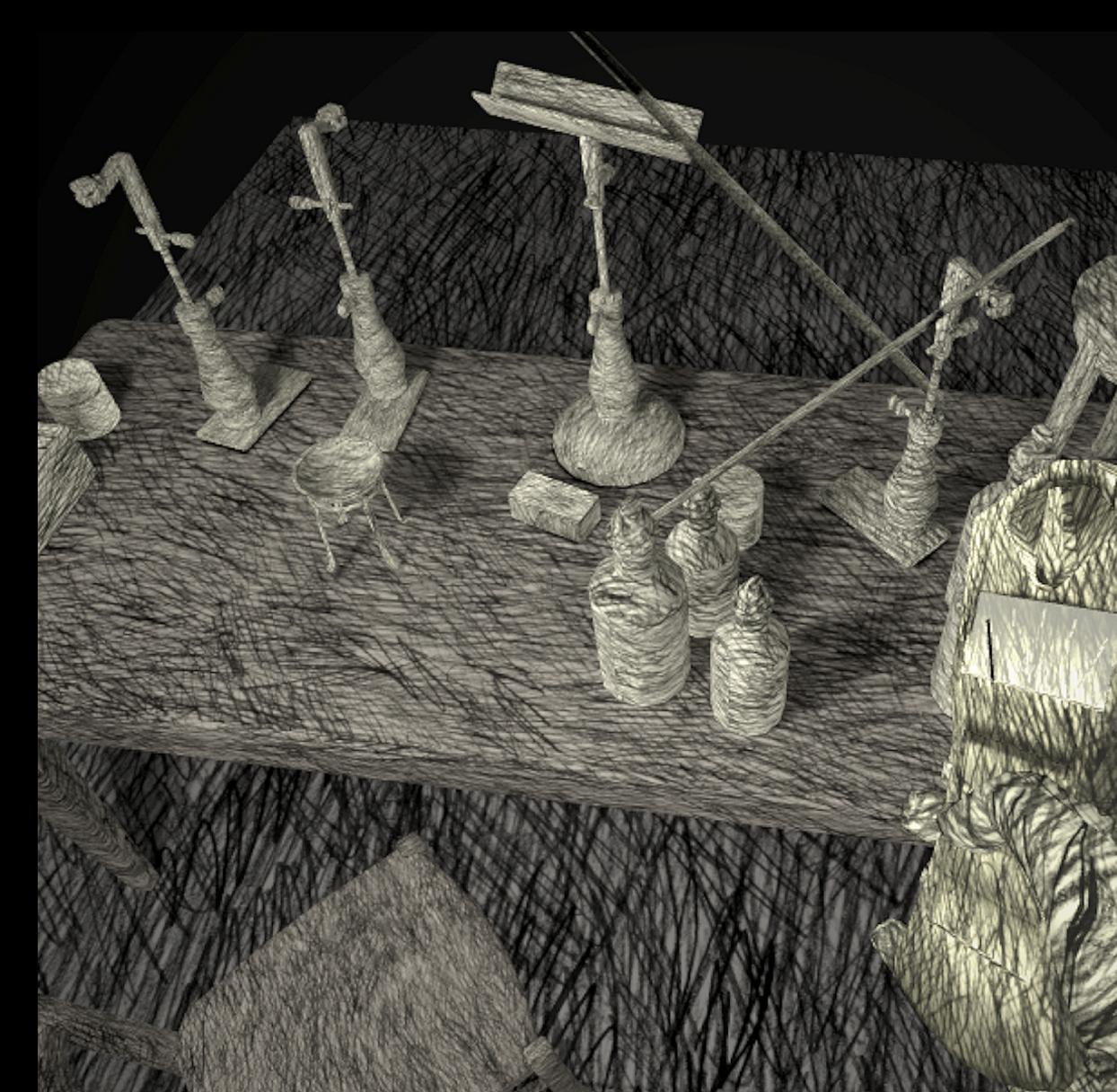


Cee-roo - Mother to be?



Cee-roo - Mother to be?





Causa creations

What's next ?

Code more  
Build more  
Play more

What's next ?

