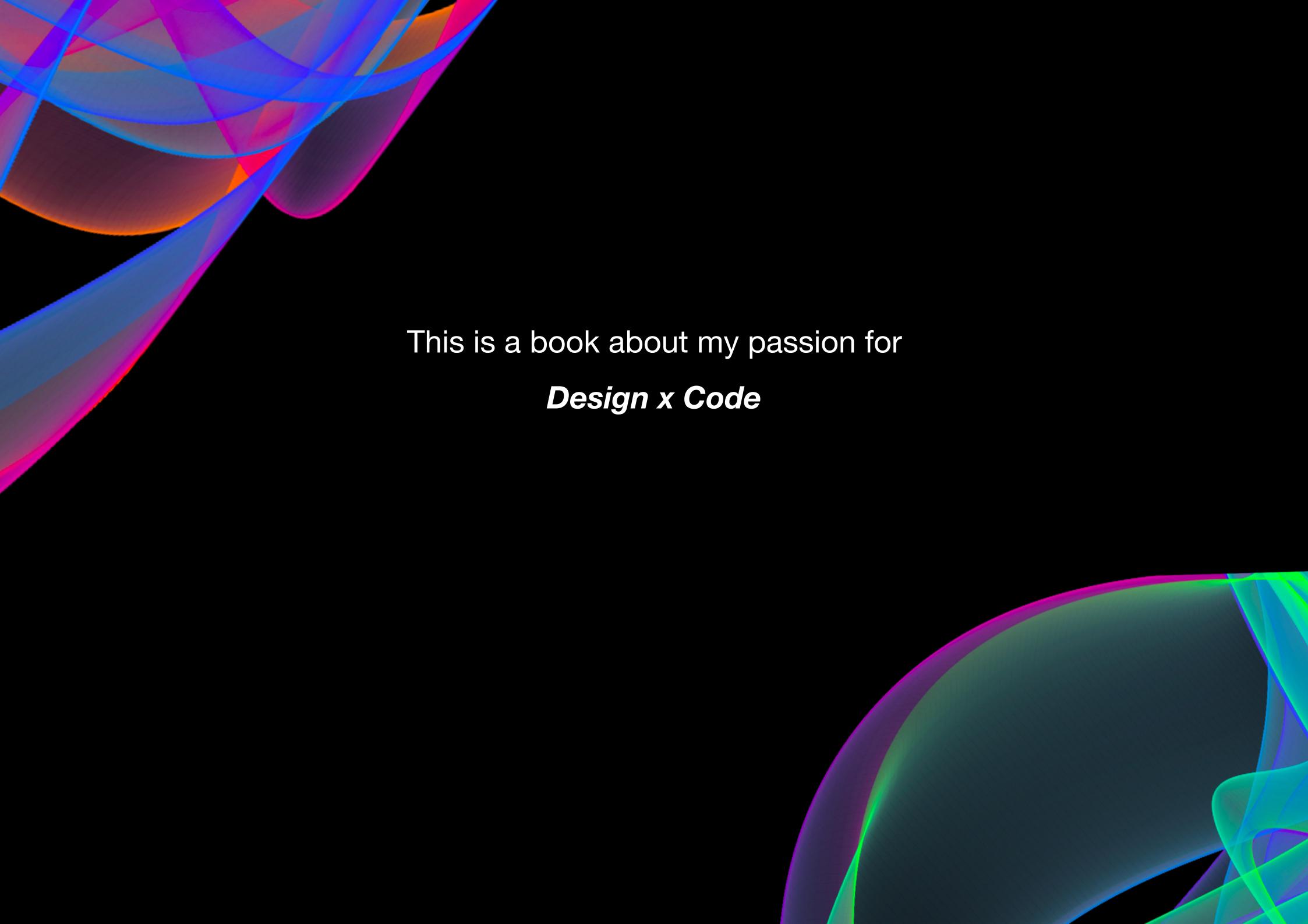
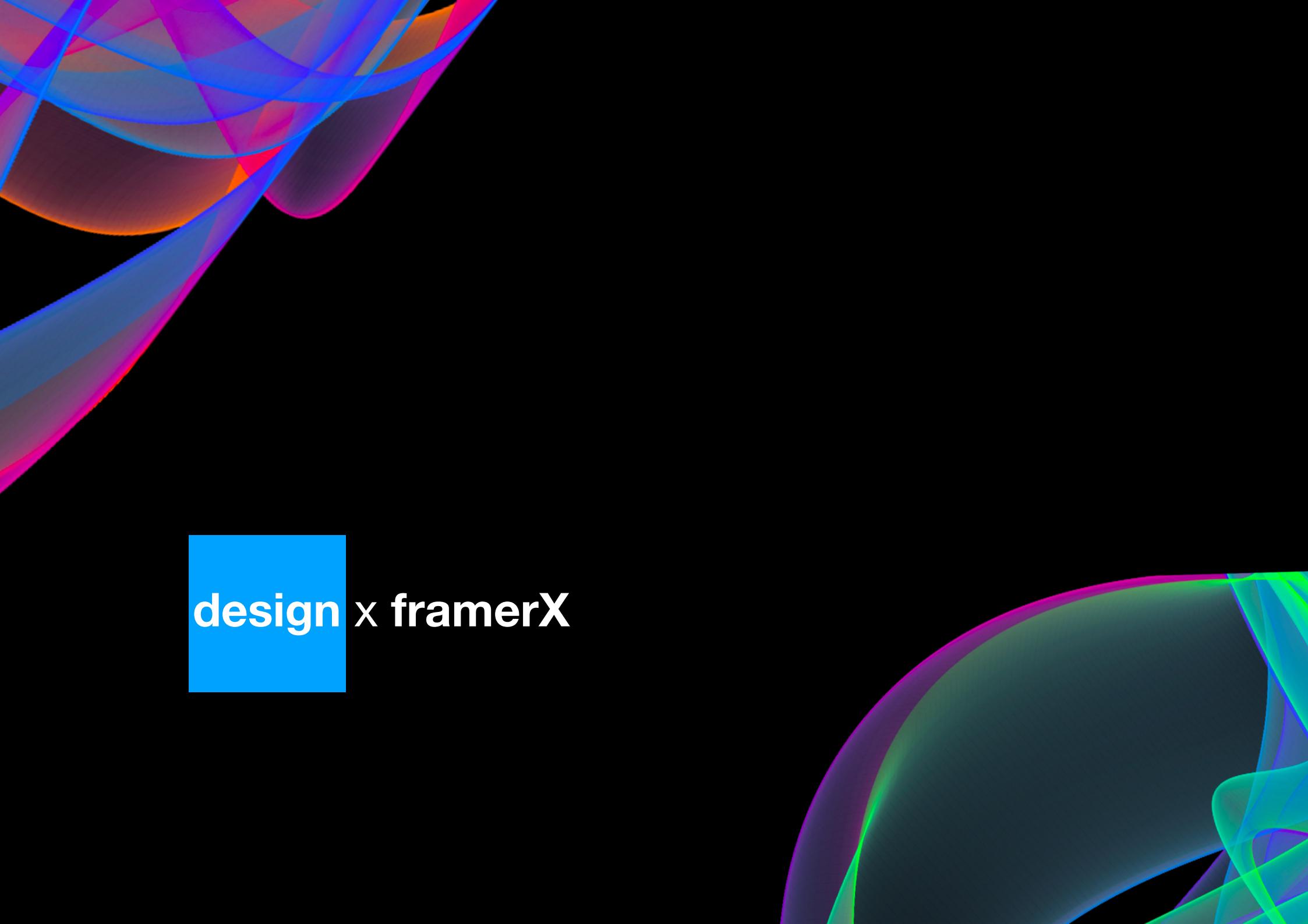
The background features abstract, translucent bands of color against a black background. In the top left, there are bands of blue, purple, and orange. In the bottom right, there are bands of green, blue, and purple.

book

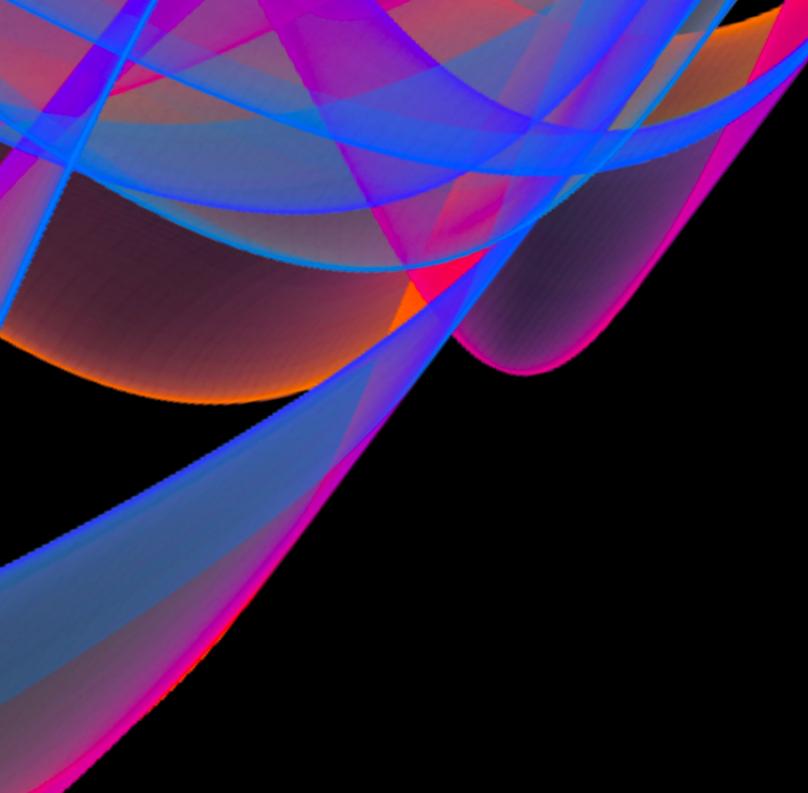
by Quentin Fremeaux



This is a book about my passion for
Design x Code



design x framerX



Mozilla Hackitivity was a website idea as a Mozilla Reps to link thousands of communities and Mozillian members together. The foundation had issue where volunteer around the world working on same project wouldn't know each other.



The search mechanics would have been based on web scrapping and Github contributions by volunteers.

Mozilla hacktivity

moz://hacktivity

Search engine

[Search](#)

[Learn More](#)

Visit [mozilla.org](#) to
learn more about the
Foundation.

Contact [the maintainer](#)
if you have a request.

Become a contributor
for Mozilla.

moz:/// hacktivity

About hacktivity

Hacktivity is a search engine created by and for the mozillian community to browse the entire Mozilla planets and give a fast overview of the current activities produced by the community.

A RSS reader is looking at every mozillian known website and try to feed the aggregator API used in hacktivity website. As we believe Internet is a global public ressource, you can check our source code at this [GitHub repo](#).

How to use ?

The aggregator will filter activities between communities, categories and mozillian contributions. Select one or the other to access the different sub-filters available. Hacktivity doesn't host any content and only link to other websites.

You are seeking for Rust near your place, click on the search box and select one or more available filters.

Visit [mozilla.org](#) to learn more about the Foundation.

Contact [the maintainer](#) if you have a request.

Become a contributor for Mozilla.

moz://i hacktivity

Rust language 

There are **33 results** for your search: **in communities**

Communities



MozFR
12/02/2017



MozFR
12/02/2017



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moz:// hacktivity

There are **33 results** for your search: **in mozillians**

Mozillians



MozFR
12/02/2017



MozFR
12/02/2017



MozFR
12/02/2017



MozFR
12/02/2017



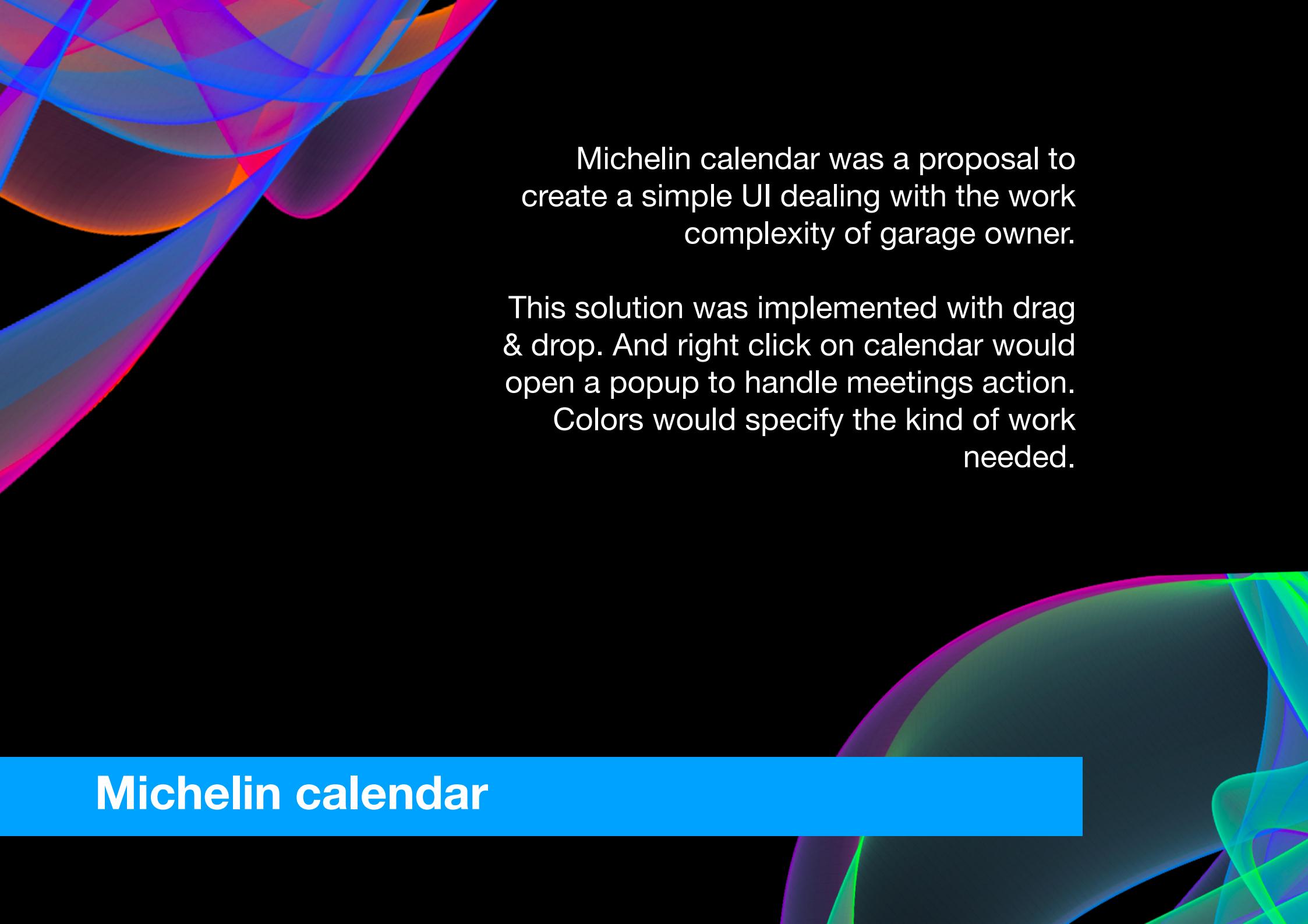
MozFR
12/02/2017



MozFR
12/02/2017

Load more...

1 - 2 - 3 - 4 - 5 - 6



Michelin calendar was a proposal to create a simple UI dealing with the work complexity of garage owner.

This solution was implemented with drag & drop. And right click on calendar would open a popup to handle meetings action. Colors would specify the kind of work needed.

Michelin calendar

Michelin

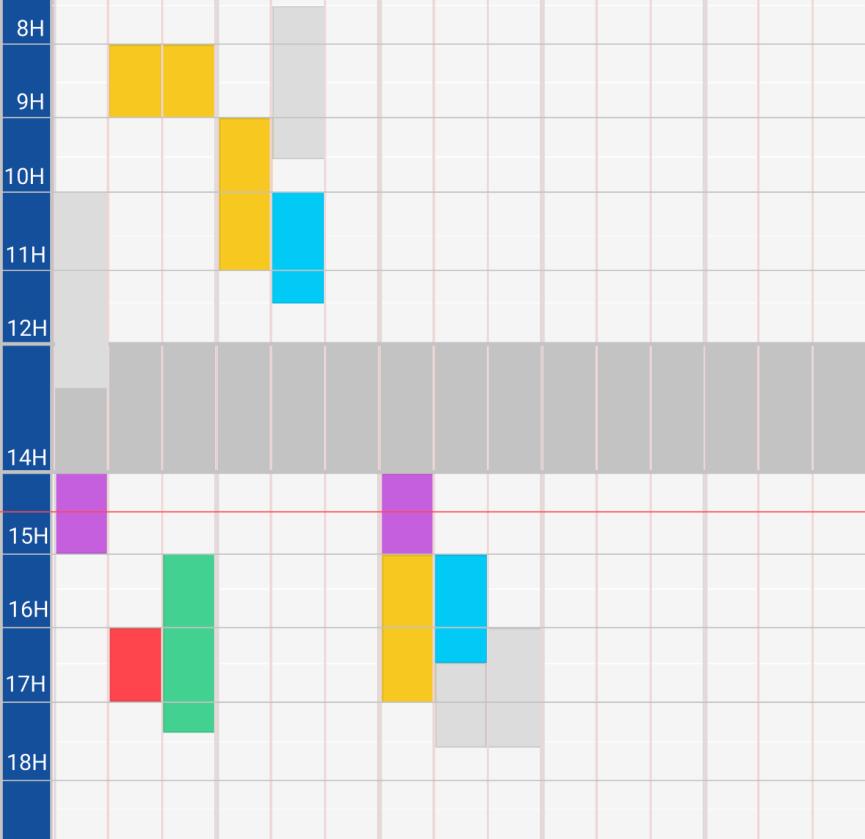
Planning des Prestations

AJOUTER UN RENDEZ-VOUS

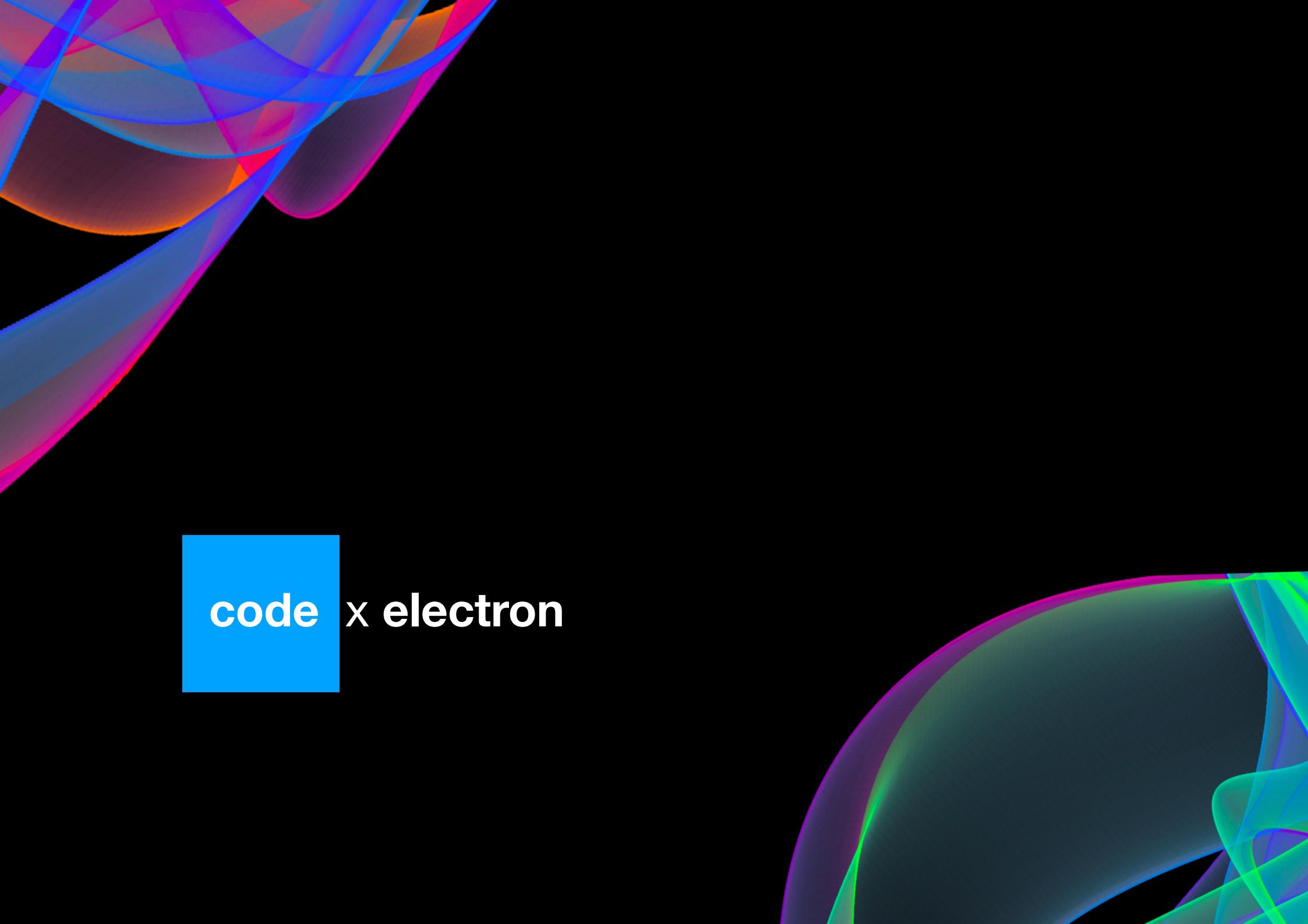
**Date picker
here**

Lun. 12/02 Today Mer. 14/02 Jeu. 15/02 Ven. 16/02 Sam. 17/02

Pont 1 Pont 2 Pont 3 Pont 1 Pont 2 Pont 3



**Legend
here**

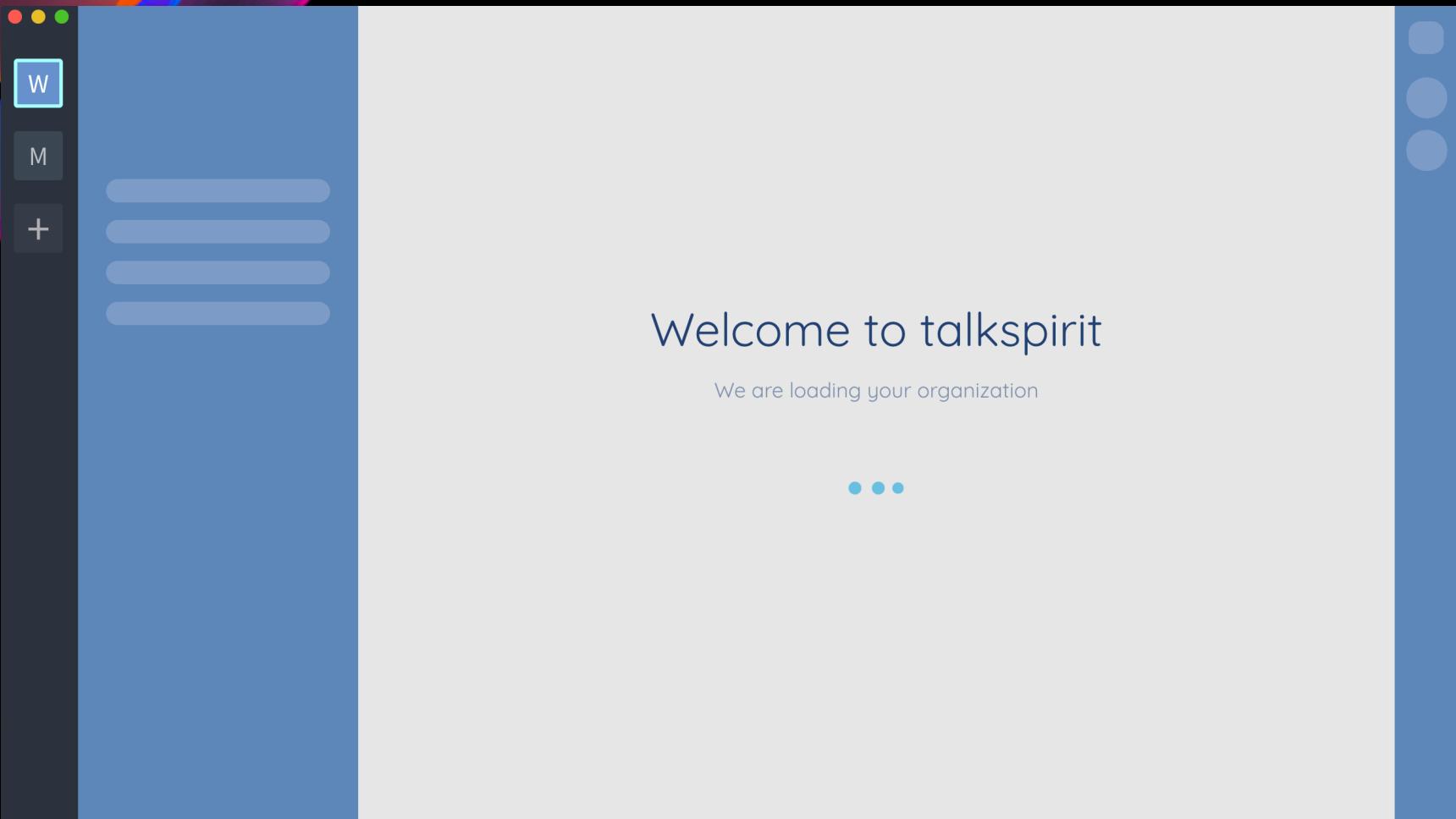


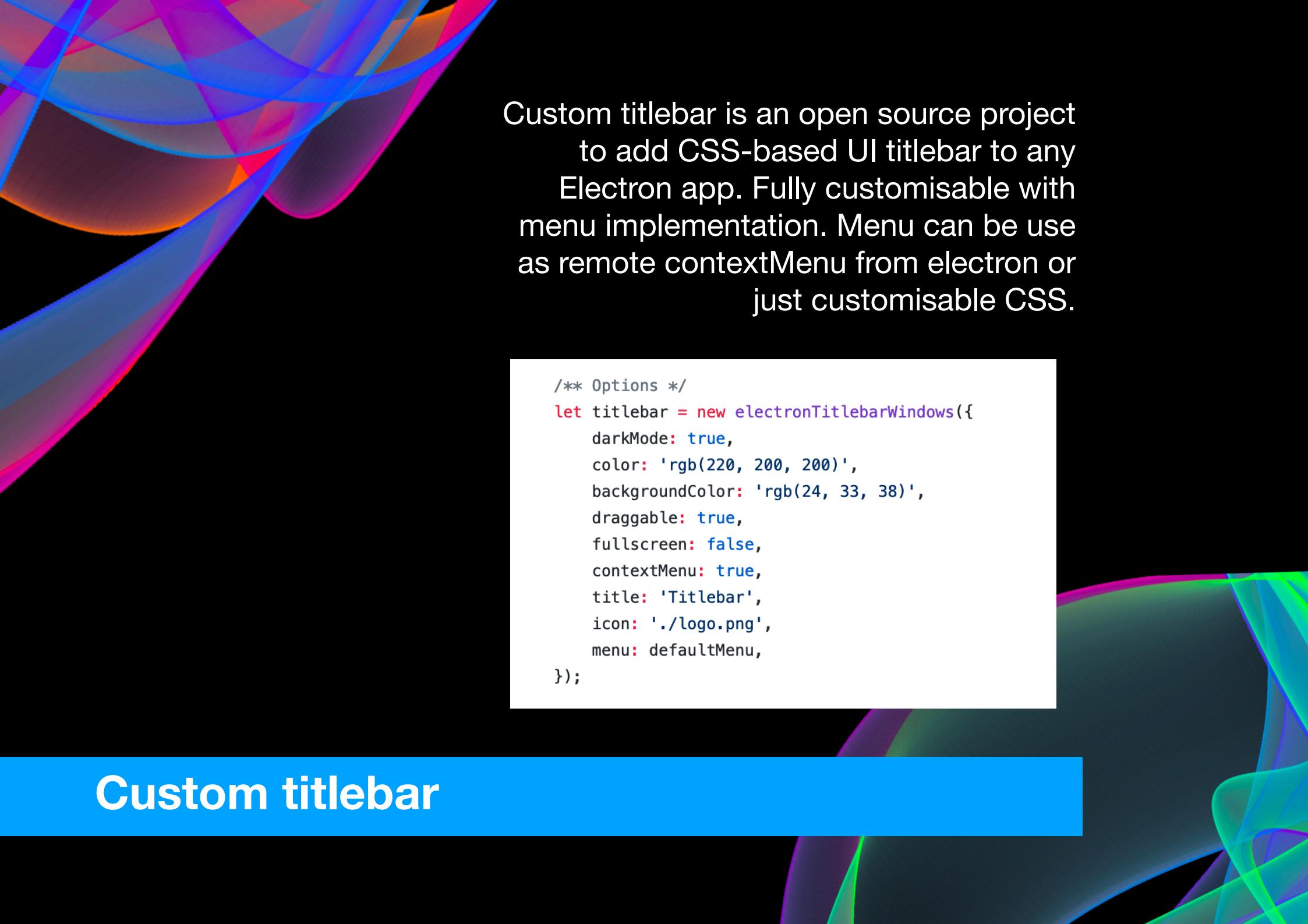
code x electron



Talkspirit desktop is a redesign of the old application. I implemented a frameless window and a loader at startup to smooth user experience. Sidebar is an added feature to handle multi organisation.

Talkspirit desktop

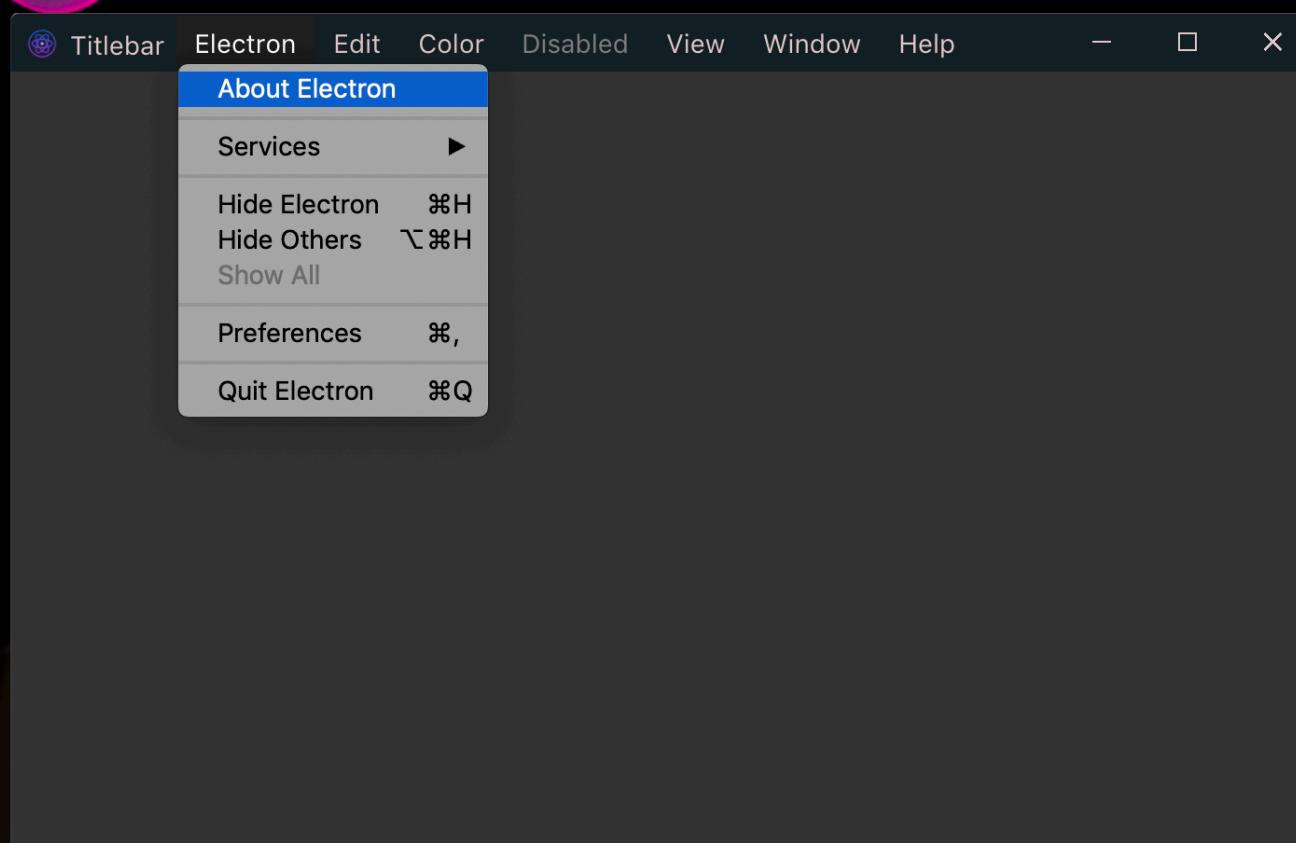




Custom titlebar is an open source project to add CSS-based UI titlebar to any Electron app. Fully customisable with menu implementation. Menu can be used as remote contextMenu from electron or just customisable CSS.

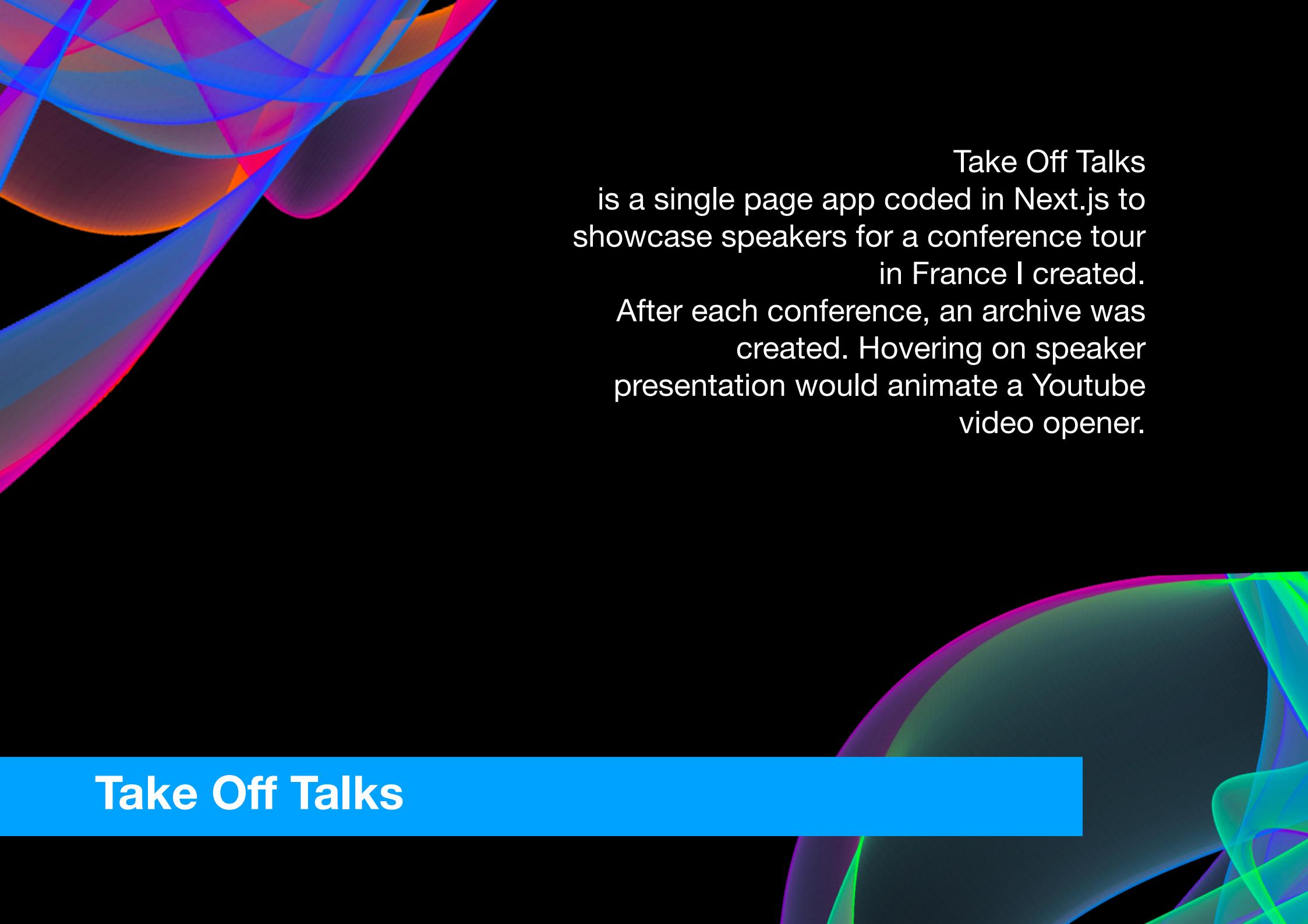
```
/** Options */
let titlebar = new electronTitlebarWindows({
  darkMode: true,
  color: 'rgb(220, 200, 200)',
  backgroundColor: 'rgb(24, 33, 38)',
  draggable: true,
  fullscreen: false,
  contextMenu: true,
  title: 'Titlebar',
  icon: './logo.png',
  menu: defaultMenu,
});
```

Custom titlebar





code x react



Take Off Talks
is a single page app coded in Next.js to
showcase speakers for a conference tour
in France I created.
After each conference, an archive was
created. Hovering on speaker
presentation would animate a Youtube
video opener.

Take Off Talks

TAKE OFF

CONCEPT SPEAKERS TOUR SPONSORS RÉSERVEZ VOTRE PLACE

TAKE OFF

TECH - DESIGN - START-UP

GARE ST SAUVEUR - LILLE (FR)

26 NOVEMBRE 2018

RÉSERVEZ VOTRE PLACE DEVENEZ SPEAKER DEVENEZ SPONSOR

REJOIGNEZ-NOUS SUR Slack ET PRENEZ PART À LA COMMUNAUTÉ

TAKE OFF TOUR SESSION 2018

Take Off c'est donc le rendez-vous des passionnés Web, que vous soyez développeur, designer ou entrepreneur, pour parler des tendances des années à venir. En tant que speaker, Take Off, c'est votre opportunité de communiquer votre vision du futur.

Cette année en plus de notre rendez-vous habituel à Lille, on se retrouve sur Bordeaux, Nantes et Lyon. [Plus d'info](#) sur les dates à venir.

RÉSERVEZ VOTRE PLACE

MAIN TALKS ALL CAPTAINS ABOARD !

MAIN TALK #1



Jasmine Anteunis
@ Recast.AI

LA VALEUR D'UNE COMMUNAUTÉ DE DÉVELOPPEURS DANS UN PRODUIT TECH
Jasmine Anteunis co-fondatrice de recast.ai - jeune licorne de la French Tech - est notre invitée surprise. Elle viendra nous parler de communauté dev, et de chatbot intelligent. À travers un retour d'expérience de Recast.AI, on verra comment cette communauté se créer, comment la faire grandir et l'impact qu'elle peut avoir sur un produit ou une vision.

MAIN TALK #2



Xavier Koma
Coach Agile

DESIGN SPRINT - WINTER IS COMING
Xavier Koma, formateur, coach agile et co-organisateur du prochain Startup Weekend de Lille viendra nous parler du design sprint sur un thème décalé. Le design sprint, c'est un processus - et non une méthode - créé par deux ingénieurs de chez Google pour résoudre des problématiques en seulement cinq jours avec de nouvelles idées. Soyez préparés pour le prochain hiver.)

MAIN TALK #3



Damien Cavailles
@ Je cherche un Dev

ET APRÈS DÉVELOPPEUR, CHEF DE PROJET NON MERCI ?
Damien Cavailles fondateur de jechercheundev.fr - startup qui accompagne les développeurs dans la recherche de leur futur job - part à la recherche du bonheur. Puisqu'il n'existe pas qu'une seule voie tracée, il nous amènera à nous interroger sur le métier de développeur et ses possibilités d'évolutions.

*LIGHTNING TALKS IS THE CREW READY ?

F TALK #1



LILLE FP

PRÉSENTATION DE LA COMMUNAUTÉ LILLOISE

F TALK #2



Luc Vanwaescampel
@ Alkivi

SALTSTACK, LE MEILLEUR AMI DES DEVOPS

TOUR
SUIVEZ LA RÉVOLUTION

16 MEETUPS

4 VILLES

+800 PERSONNES



ÉVÉNEMENTS À VENIR

26.11.2018

Lille (FR)

Gare St Sauveur

RÉSERVEZ

DEVENEZ SPEAKER

ÉVÉNEMENTS PASSÉS

15.05.2018

Lille (FR)

Gare St Sauveur

ARCHIVE

29.03.2018

Bordeaux (FR)

Le Village by CA

ARCHIVE

19.02.2018

Lille (FR)

Gare St Sauveur

ARCHIVE

29.11.2017

Lille (FR)

Gare St Sauveur

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11.09.2017

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REJOIGNEZ-NOUS SUR slack
ET PRENEZ PART À LA COMMUNAUTÉ

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FAITES PARTIE DE L'AVENTURE

DEVENEZ SPEAKER

Take Off s'appuie sur une communauté de speakers animés par la passion de partager. Startup, web, design, proposez-nous vos sujets.

[CANDIDATEZ !](#)

DEVENEZ SPONSOR

Take Off reste une association à but non lucratif et est soutenue par sa communauté. Ainsi nous recherchons également des sponsors pour l'événement.

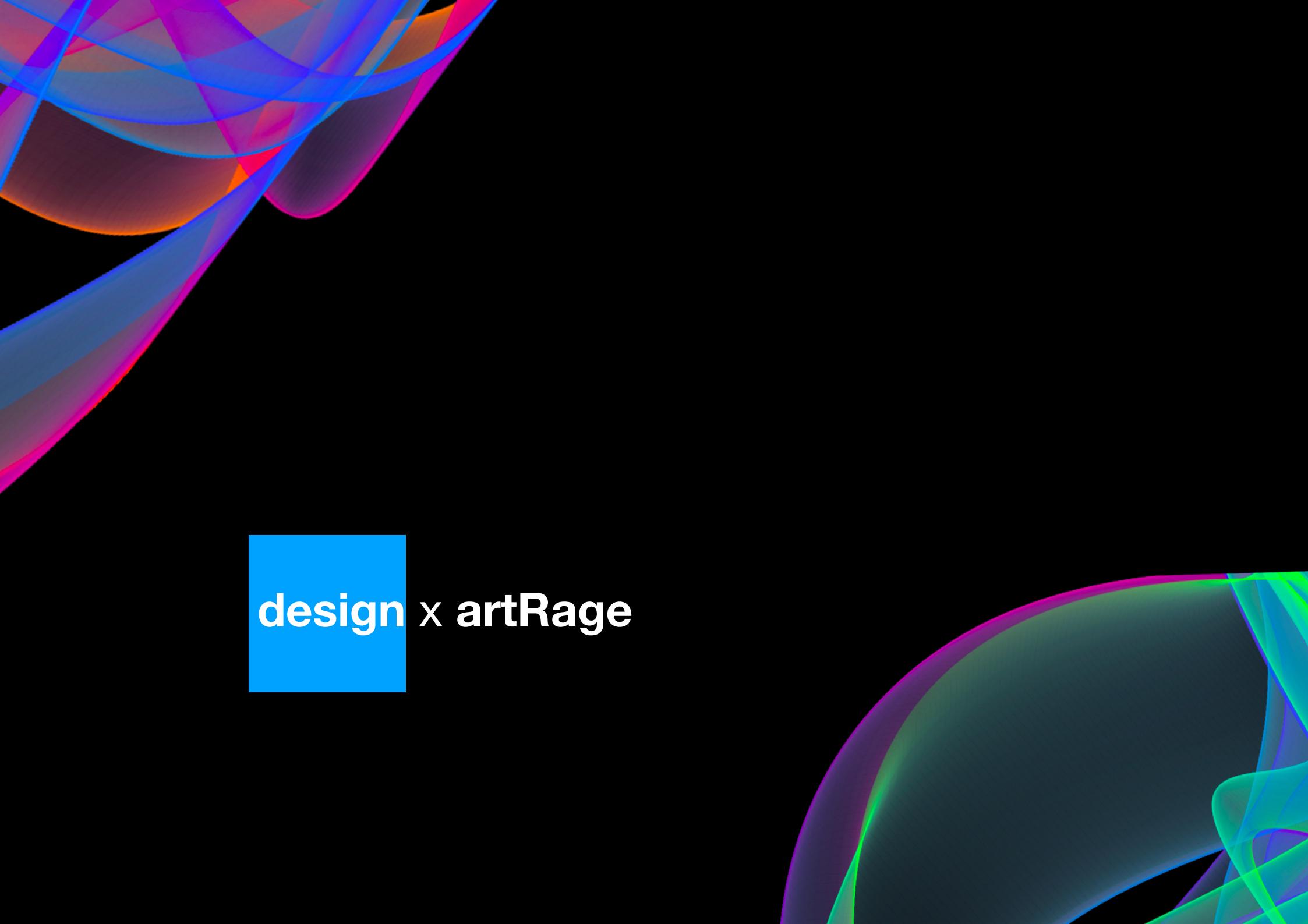
[PRENEZ CONTACT !](#)

TAKE OFF

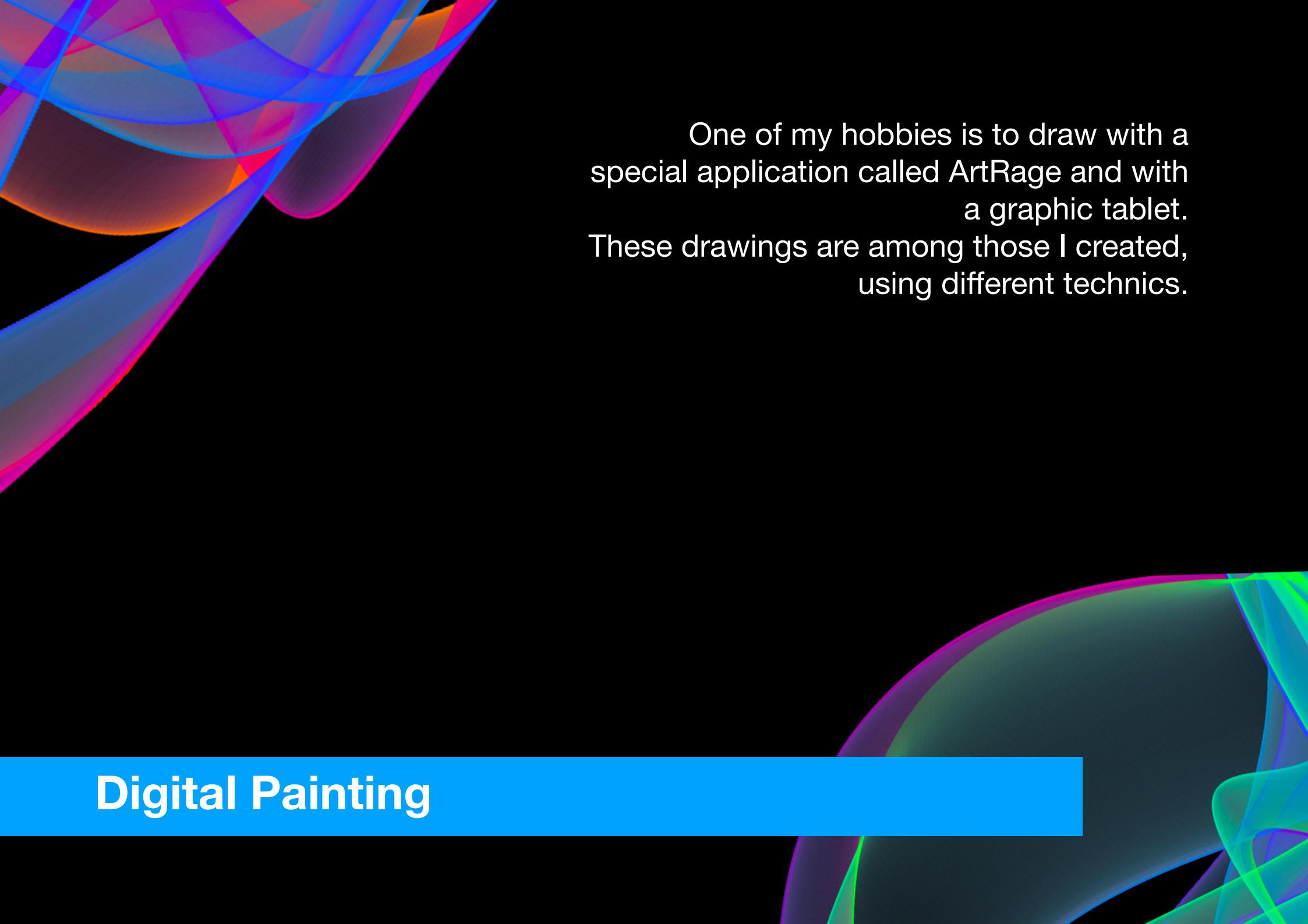
CONCEPT
SPEAKERS
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design x artRage

The background features abstract digital artwork composed of overlapping, semi-transparent colored layers. On the left, there are swirling bands of blue, purple, and orange. On the right, a large, smooth shape in shades of green, purple, and black is visible. The overall aesthetic is fluid and modern.

One of my hobbies is to draw with a
special application called ArtRage and with
a graphic tablet.
These drawings are among those I created,
using different technics.

Digital Painting

The Light Among Us



Jules Verne's Travel

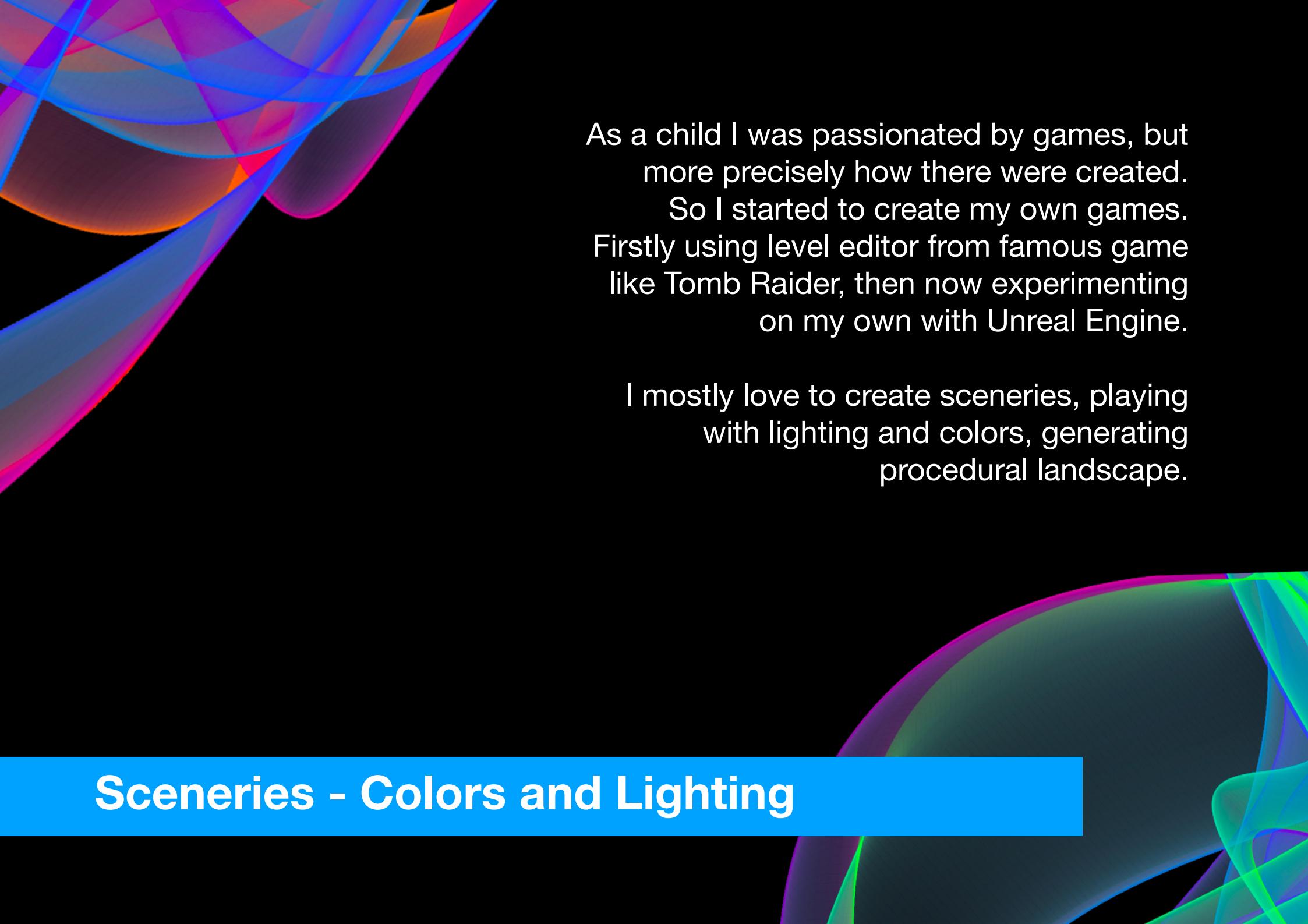


Imperator Furiosa





design x game



As a child I was passionate by games, but more precisely how there were created.

So I started to create my own games. Firstly using level editor from famous game like Tomb Raider, then now experimenting on my own with Unreal Engine.

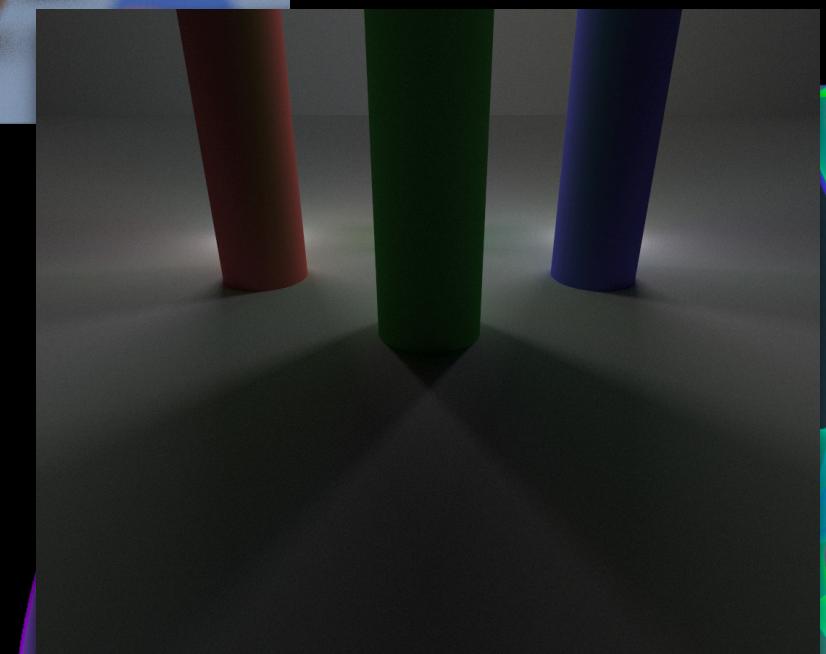
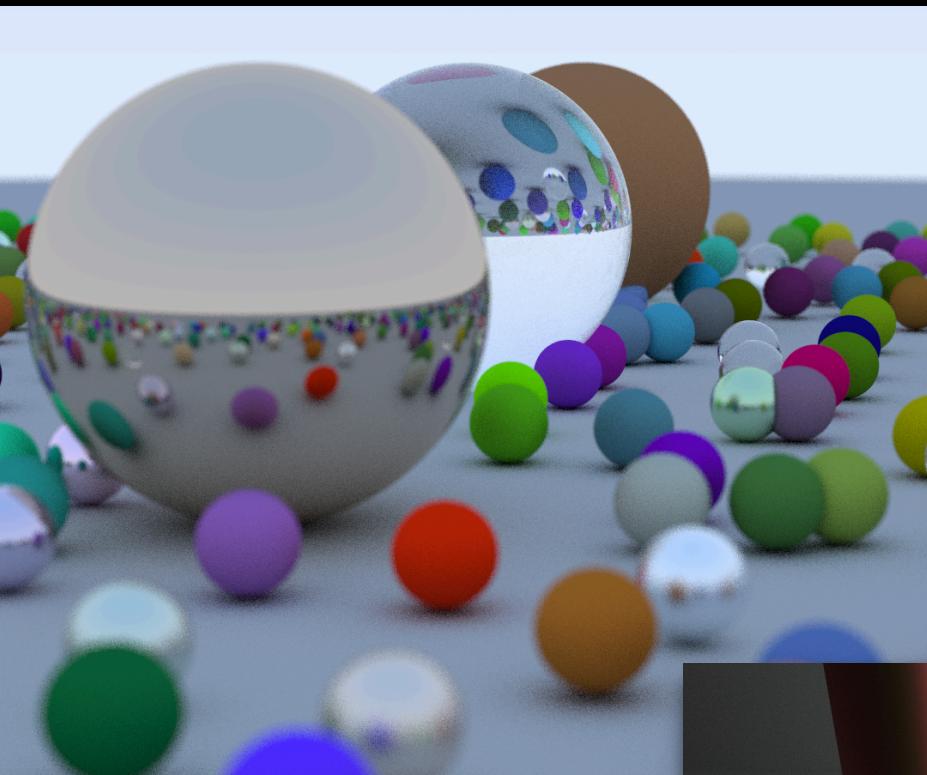
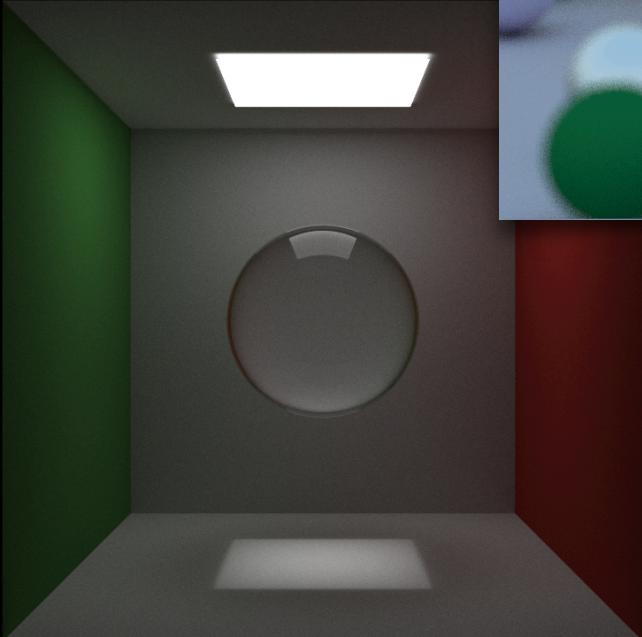
I mostly love to create sceneries, playing with lighting and colors, generating procedural landscape.

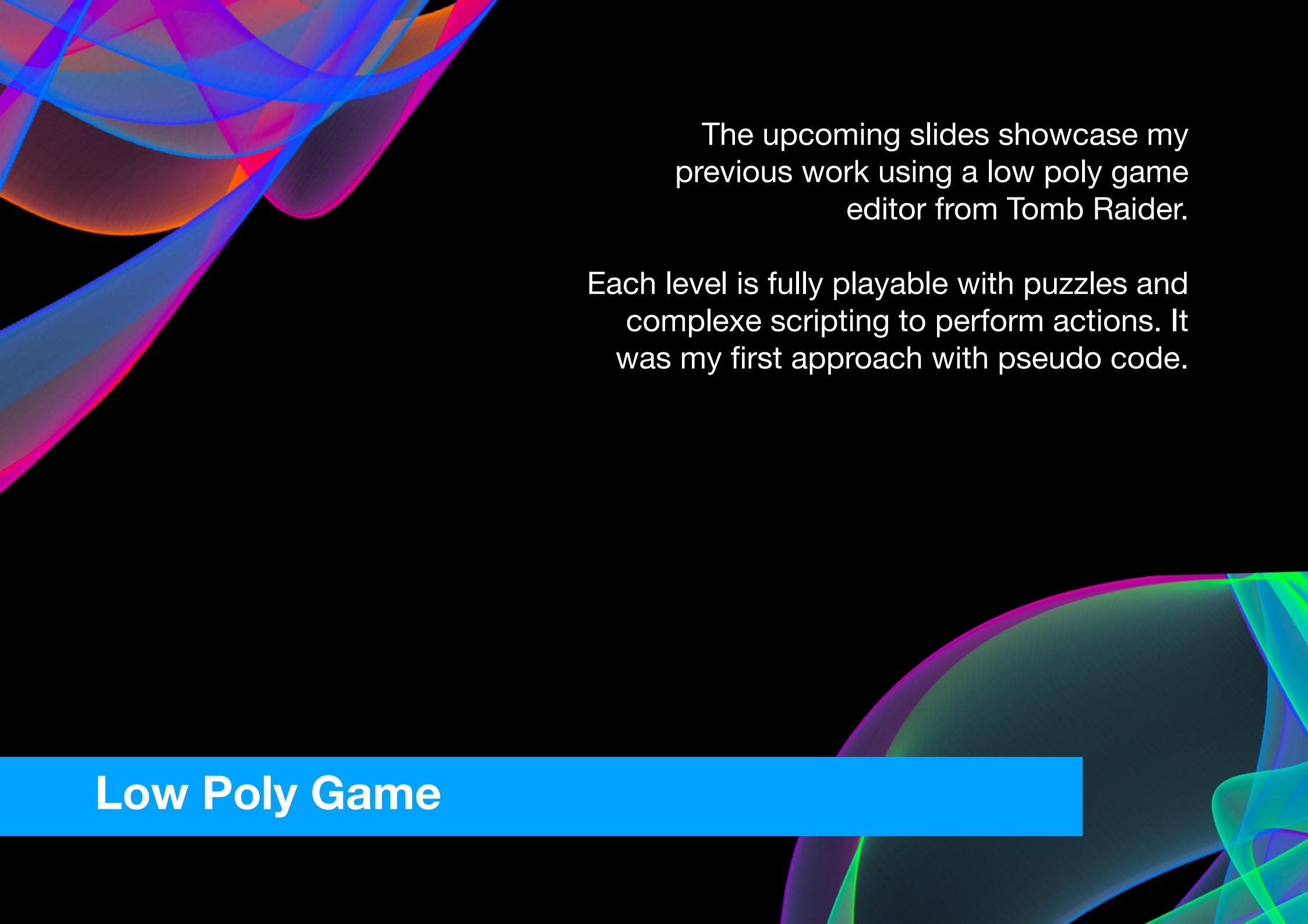
Sceneries - Colors and Lighting

Unreal Engine 4 - Cinematics



Raytracer - coded in C





The upcoming slides showcase my previous work using a low poly game editor from Tomb Raider.

Each level is fully playable with puzzles and complexe scripting to perform actions. It was my first approach with pseudo code.

Low Poly Game

"Alice, What have you done?!"

from the Dystopian Adventures



LNG Design

Priest for a daemon

from the Dystopian Adventures



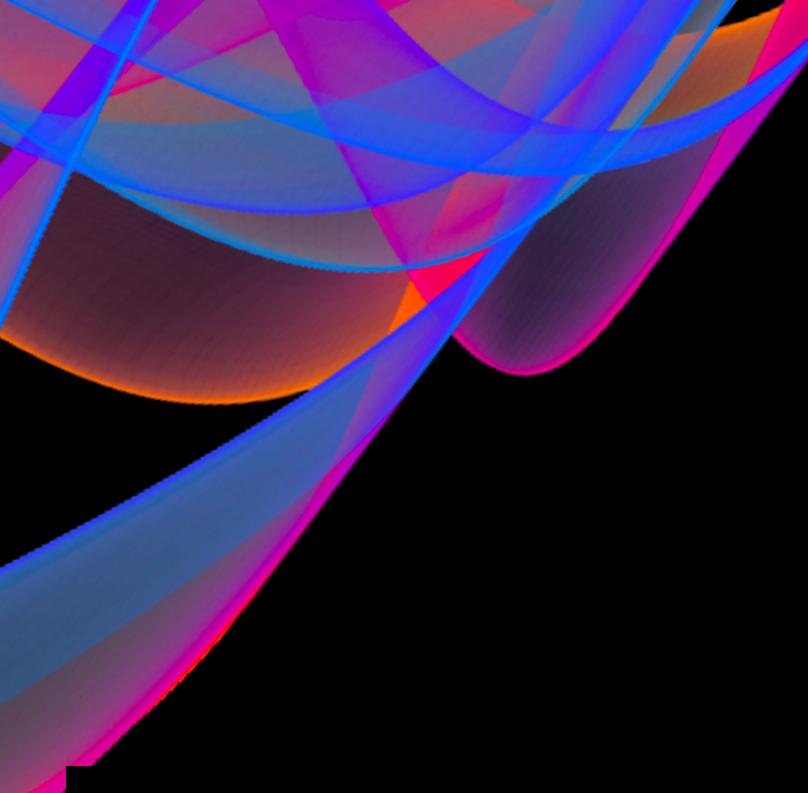
LNG Design
quentin tremblay



LNG Design
quentin fremeaux



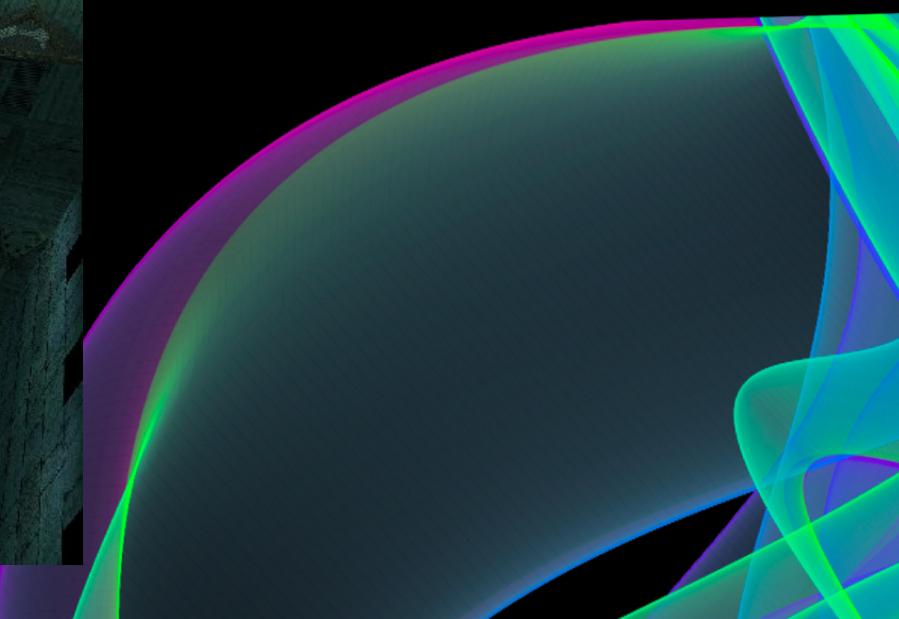
LNG Design
quentin fremeaux

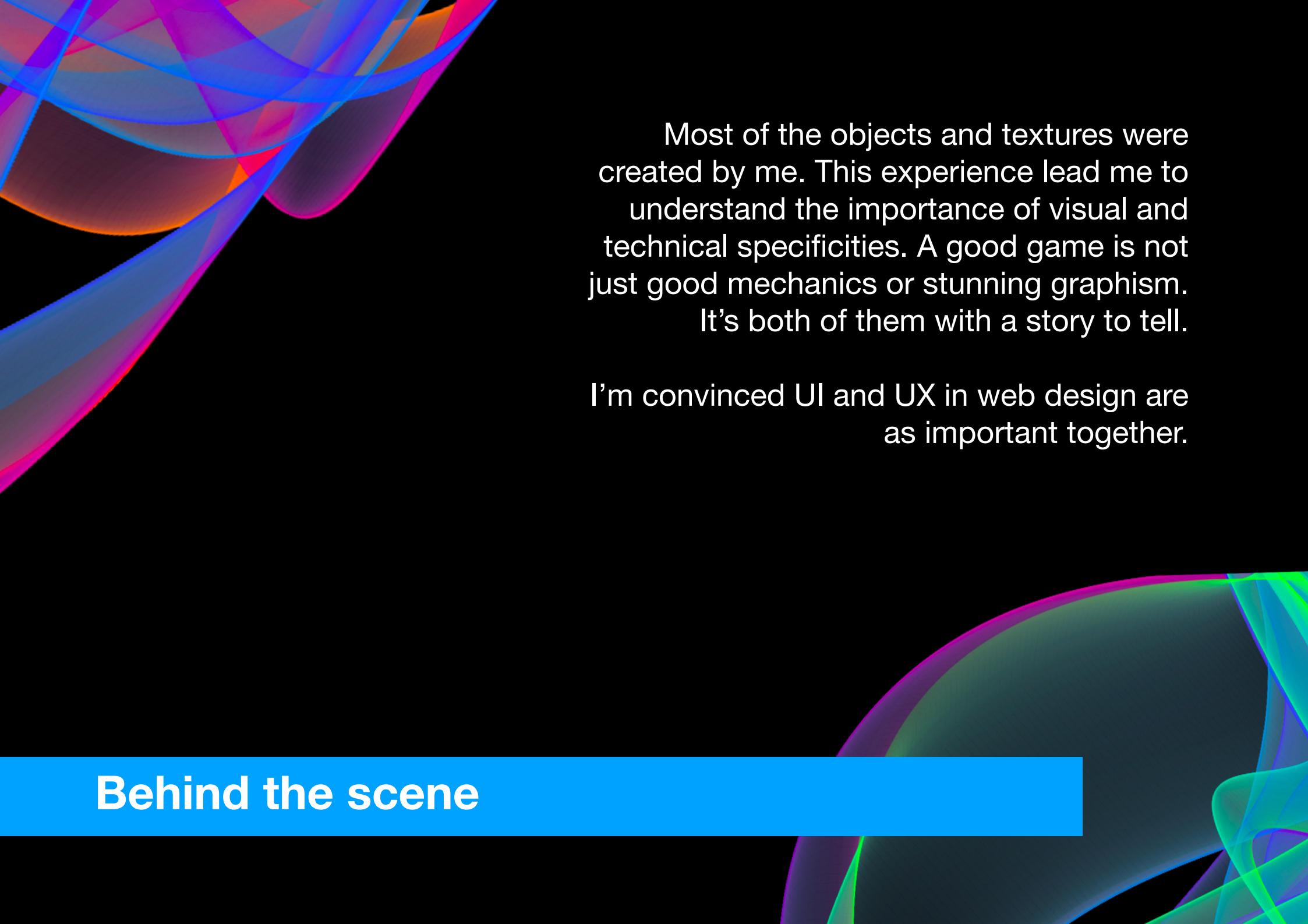


LNG Design
quentin frémeaux



LNG Design
quentin frémeaux

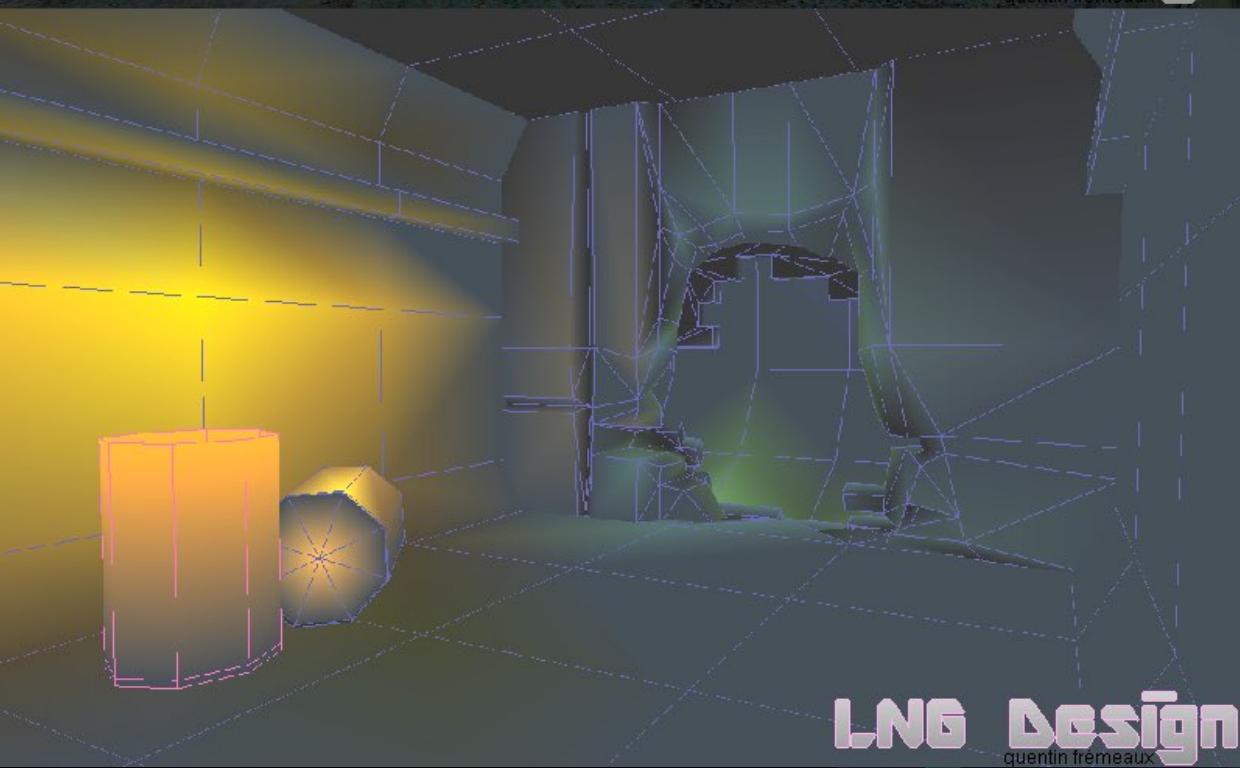




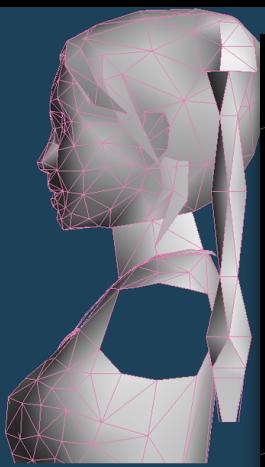
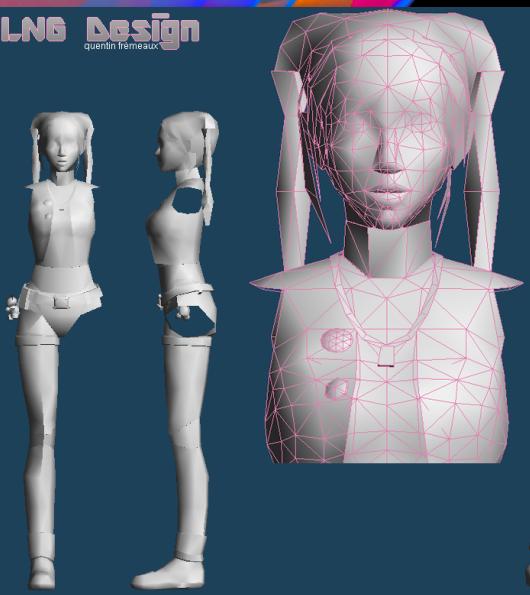
Most of the objects and textures were created by me. This experience lead me to understand the importance of visual and technical specificities. A good game is not just good mechanics or stunning graphism. It's both of them with a story to tell.

I'm convinced UI and UX in web design are as important together.

Behind the scene

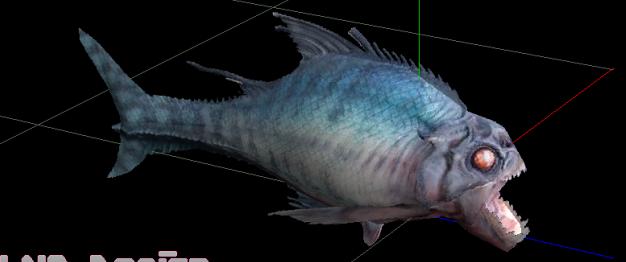
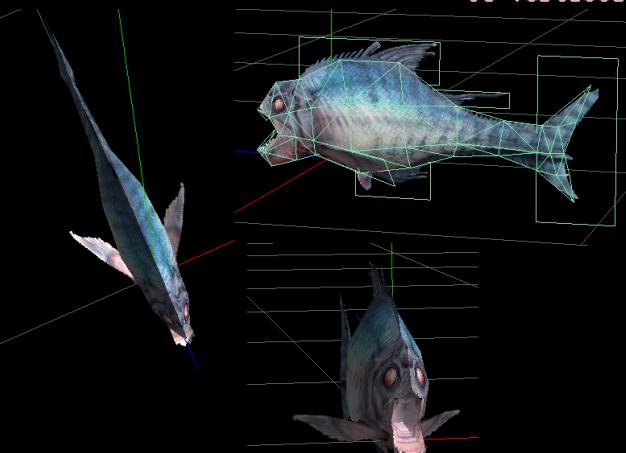


LNG Design
quentin frémeaux



3D Piranha

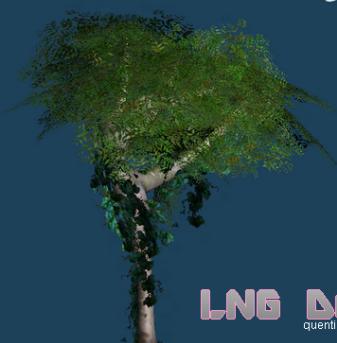
90 vertices



LNG Design
quentin frémeaux

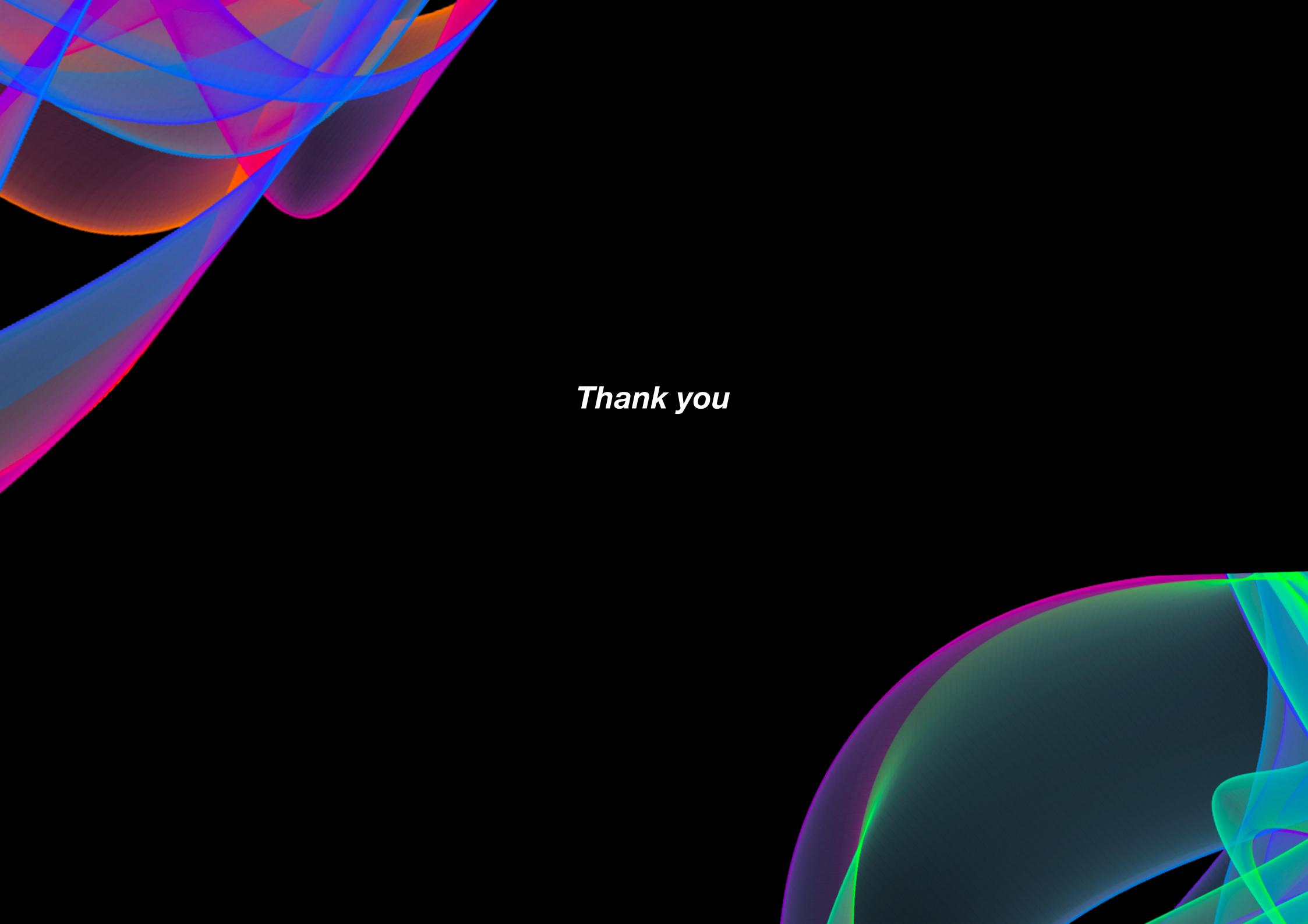


Wooden Nymph
395 vertices



LNG Design
quentin frémeaux



The background features abstract, translucent, curved shapes in various colors (blue, orange, pink, purple) against a solid black background. These shapes overlap and curve across the frame.

Thank you



*“Simplicity is the ultimate
sophistication.”*

~Leonardo da Vinci

