

QUENTIN DUBOURG

Illustrator and 2D animator - Data scientist

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 vasydewey

 vasydewey.webflow.io

I pursue a career as an illustrator, creating **comics** and **2D animated** films using traditional and digital tools.

In my daily life as an engineer, I utilize **Machine Learning** and **computer science** to address challenges.

In my upcoming projects, I aim to **apply my technical knowledges to visual creation**.

SKILLS

Python | SQL | NoSQL | R | JavaScript | HTML | CSS
Git | CI/CD | Machine Learning | Image processing
Deep learning | NLP | Cloud computing

Photoshop | Illustrator | After effects | InDesign | Maya
Blender | Unity | Animation | Game development
Graphic Design | Drawing | Watercolor

EXPERIENCE

Comic illustrator

02/2023 - 07/2023

Editor : Kaolin, Petit à Petit

David Dewhurst, les hommes d'Utah Beach

A comic about the involvement of the aviation in the Normandy landings in 1944.

André Maginot, un patriote exemplaire

A comic commemorating FNAM's 70th anniversary.

Le Havre T.3

A comic that recounts the history of the french city *Le Havre* through historical anecdotes.

- **Pencil, ink and watercolor** for illustrations.
- **Photoshop, InDesign and Figma** for effects, corrections and layout.

05/2022 - 03/2023

Data manager

Borneo - French food delivery platform

- I **structured customer data** for easy access by internal departments and clients. (noSQL, Firebase realtime database, BigQuery, Metabase, Python)
- I participated in the **web design for the website and mobile applications**. (UI & UX design)
- I **designed marketing flyers and posters**. (sketching, Figma, user path analysis)

06/2020 - 05/2022

Data scientist

Winamax - Online gambling and betting company

- I developed a **gambling addiction detection algorithm**, providing monthly reports to the french gambling authority. (XG Boost)
- Our team used **ML to manage CRM campaigns** (± 10 millions users). (Dash plotly hosted on AWS, segmentations, predictions, A/B testing).
- **Macro-simulation of games** to estimate the impact of new games on the platform.

2D animated films

01/2020 - 05/2020

Sony Music - Hall access

I produced 5 animated music videos published on Youtube.

- Proficiency in industry-standard tools : **Animate, After Effects, Premiere Pro and Photoshop**.
- I used **sketching** to present multiple ideas to the artists and label representatives, aiming to meet the requirements of each individual involved.

06/2020 - 05/2022

Data engineer internship

Ekimetrics - Data consulting

I migrated customer data and ETL into **Azure Cloud** for an automotive company.

EDUCATION

Engineering degree (Master)

2016 - 2019

Telecom Paris IPP & Eurecom

Major in mathematics and computer science. Specialization in Data Science, Machine Learning, Image processing.
Semester exchange with Polytechnique Montréal (Québec).