



<p>2020</p> <p>2019 MAY</p>	<p><b>FACTORY42</b> UI/UX DESIGNER <b>London</b></p> <p><b>Dinosaurs &amp; Robots</b> - Magic Leap experiences for the Science and Natural History Museums.</p> <ul style="list-style-type: none"> <li>• Creating flowcharts in Lucidchart and designing, implementing and animating UI in Unity.</li> <li>• Improvement of art pipelines &amp; management tools and estimation of the art team workload.</li> <li>• Shaders and VFX creation in Unity, and design of graphic artworks for print.</li> </ul>	   
<p>2019 MAY</p> <p>2017 DEC</p>	<p><b>product madness</b> LIVE-OPS ARTIST <b>London</b> An ARISTOCRAT Company</p> <p><b>Lightning Link Casino</b> - One of the world top social casino games with 340,000 DAU at the time.</p> <ul style="list-style-type: none"> <li>• Branding, design and management of the entire live-ops art content production.</li> <li>• Pipeline design and outsource management of the marketing art production.</li> <li>• Creation of the majority of in-game marketing art assets with a fast cadence.</li> </ul>	  
<p>2017 AUG</p> <p>2016 SEP</p>	<p><b>TILTINGPOINT</b> MARKETING ARTIST <b>New York</b> RAISE YOUR GAME</p> <p><b>Photo Finish Horse Racing, Languinis, SIEGE: Titan Wars</b> - Successful iOS &amp; Android games.</p> <ul style="list-style-type: none"> <li>• Design of game icons, in-game pop-ups, and app store screenshots.</li> <li>• Plans of UX improvement and creation of UI/UX mock-ups for Photo Finish Horse Racing.</li> <li>• Trailers and gameplay video editing, including a TV ad broadcast in the US and UK.</li> </ul>	   
<p>2016 JUN</p> <p>2011 OCT</p>	<p><b>SUPINFOGAME</b> MASTER IN GAME ART &amp; MANAGEMENT <b>Valenciennes</b> <b>RUBIKA</b></p> <p><b>Afterward</b> - Dynamic, tactical oriented Action-RPG in top-down view published on itch.io. - Winner of Best Student Game Award at Playcrafting NYC's 2016 Bit Awards.</p> <ul style="list-style-type: none"> <li>• Conception of all 2D Art: UI/UX, concept and marketing art, environment texturing.</li> </ul>	   
<p>2015 2014</p>	<p><b>GAMELOFT</b> TEAM MANAGER <b>Valenciennes</b></p> <ul style="list-style-type: none"> <li>• Management of two mobile game projects made in two weeks by 10 game developers.</li> </ul>	
<p>2015 SEP</p> <p>2015 SEP</p>	<p><b>King</b> GAME ARTIST <b>Berlin</b></p> <p><b>Unreleased game</b> - Puzzle casual mobile game with a space theme and cute aesthetics.</p> <ul style="list-style-type: none"> <li>• UX improvement research and UI style exploration with high-quality rendering.</li> <li>• Design of a character from sketch to vector rendering, ready to be animated in Spine.</li> </ul>	 
<p>2011 JUL</p>	<p><b>Lycée La Mennais (Guérande)</b> French secondary school diploma in Sciences with honours (options Drama, French Sign Language, Latin and European Section (deeper study of History and Geography in English)).</p>	