

Education

2012-2015 → Baccalaureate in Applied Arts

Institut Sainte-Geneviève, Paris, France
48°50'45.2N2°19'52.7E

2015-2017 → HND Graphic Design Printed Media

LTAA Auguste Renoir, Paris, France
48°53'12.5N2°19'41.8E

2017-2019 → Master's Degree in Graphic Design and Digital Creation

Ecole Estienne (ESAIG), Paris, France
48°49'52.2N2°21'07.4E

2019-2020 → Digital Media Lab

EPSAA, Ivry-sur-Seine, France
48°48'32.0N2°23'26.8E

Language & software skills

English → C1

Graphic Design → Photoshop, Indesign, Illustrator

Motion Design → After effects, Premiere Pro

3D → Blender, MandelBulb

Interactive Design → Unity, Processing

Work experience

2018 → Cappelli Identity Design

Rome, Italy
41°51'07.2N 12°33'48.0E

*Editorial Design, Web Design,
Vectorial illustrations*

During 3 months I was able to understand the functioning of a medium-sized design agency, I was integrated into the design team under the supervision of project managers.

2020 → So Bam

Paris, France
48°52'01.2N2°20'40.2E

*Motion design, Augmented Reality,
Stop Motion*

During this 6 month internship I was able to work and learn alongside freelance motion designers. I was able to experiment with different styles and produce content for television.

2020-2023 → So Press

Paris, France
48°53'30.5N2°20'22.6E

Motion Design, Artistic direction

I arrived to take care of the art direction for a media in partnership with Ubisoft (gTV), then I was able to work on many formats like documentary film projects as a motion designer. I also helped launch So Press on Twitch by creating the visual assets.