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## HI! BONJOUR !

I'm a French Senior Graphic & Game Designer located in the Dallas / Fort Worth area. With more than 10 years of experience, I have worked in the print and web industries, designing campaigns with logos, posters, catalogues, flyers, as well as e-mails, newsletters, landing pages, videos, websites and online games for desktop and mobile platforms.

I work well alone or in a team, but I really enjoy a creative and collaborative workplace. I love sharing ideas and concepts with my co-workers, I find that this collaboration helps me to ensure that projects are moving forward in the most constructive and effective way. I work well with other functions of an organization as well, understanding the need to align with and work well with the entire team. Dialogue is the key to success !

## EDUCATION

### BELLECOUR ECOLE: BACHELOR OF GRAPHIC DESIGN (2000-2003)

After working as a graphic designer for two years, I wanted to deepen my knowledge in other aspects of design. That's why I decided to go back to school and attend courses in graphic design, but also illustration, architecture, painting, visual communication, web design and CGI. Working among other designers was very motivating to me and led me to develop my skills working as part of a team as well as helped me to gain new skills and experience.

### UNIVERSITE JEAN MOULIN LYON III: ASSOCIATES DEGREE IN FOREIGN LANGUAGES (1996-1998)

I have always been fascinated by other cultures and languages, finding that understanding different languages, perspectives and ways of communicating is incredibly interesting. Following this interest and passion, I studied foreign languages such as English, Spanish and Italian and earned my Associates Degree in Foreign Languages. This focus in dialogue helps not only personally, but also professionally as I worked with people from all different backgrounds and cultures. I am conversationally fluent in English, have good notions of Spanish and Italian, as well as speak French fluently (as it's my native language).

## EXPERIENCE

### FREELANCE SENIOR GRAPHIC & GAME DESIGNER (2018-)

As I moved to the US I decided to work as a freelance, which allowed me to widen the spectrum of the projects I could work on: packaging for retail, manuals, logos, apps... It also allowed me to gain experience by working for different companies and markets.

### GRAPHIC & GAME DESIGNER: LDCM SA (2012-2016)

As a huge gaming fan and gamer I have always wanted to work behind the scenes and create games. As the Web, Graphic & Game Designer at LDCM SA, I have been the lead designer, creating and updating all visual identities of the company's many websites, user interfaces. I have also led and executed the design of the games for our platforms. (Facebook and on mobile available on the App store & Google Play).

In addition to game design, I also created and executed all the aspects of design required to animate the print and digital communication around the campaigns and company events. This included such projects as digital advertisements, logos, web banners, e-mail templates and newsletters, videos, posters, and print advertisements.

I am proud to have been part of the early days of this company, and helping to deliver growth to this start-up over the years.

As of today, the main website of the company boasts over 350,000 players, the Facebook apps total 200,000 subscribers and the mobile apps 100,000 respectively.

### CREATIVE DESIGNER: SJM (2009-2011)

That Print communication studio specialized in large-scale french retail outlets such as Auchan and E.Leclerc. I started in the production department, and was in charge of making catalogues and posters for the local malls of the brands.

I shortly got promoted to the creative department where I was in charge of designing entire ad campaigns, with posters, ads in magazines, mockups of designs and covers for the catalogues, packaging, and kakemonos. Working in a Print studio was very interesting, because it was an aspect of the designer job that I didn't know and allowed me to see and touch my work, with new ways of working and constraints, since I was used to digital.

### GRAPHIC DESIGNER: AZ INFORMATIQUE (1999-2000)

As a first step into the professional graphic and web design world, I was in charge of creating or updating visual identities of websites, designing ads, logos, web banners, e-mail templates and newsletters.



## PROFESSIONAL SKILLS

Adobe Photoshop



Adobe Illustrator



Adobe InDesign



Adobe After Effects



Adobe Premiere



UX/UI & Html 5/CSS



## PERSONAL SKILLS

Communication



Teamwork



Creativity



Management



Illustration



## HOBBIES



THANK YOU FOR READING, À BIENTÔT !