

Hi there !

I'm an art director in love with images,
innovation and games.



I worked with them



Ubisoft - UI Designer - UI Artist // August 2015 - present



KTM Advance - Art director // March 2012 - August 2015



Orange - France Télécom - UI & web designer //
Janv 2011 - mars 2012



Ubisoft - UI Designer // January 2009 - December 2010



Ccc studio de création - Graphic designer / projet manager //
February 2007 - January 2009



InGame - Webdesigner // December 2005 - December 2006



Michael Page - Webdesigner // September - November 2005



Cned - Webdesigner - internship // April - May 2005



Ivoir - Art director's assistant - internship //
June 2003 - July 2003

AWARDS - Cap Odyssey

Best Culture
and Society Game 2013
Fun & Serious Game festival

Best Serious-game
Category Communication-Marketing 2013
Serious Game Expo de Lyon

Serious game of the year
E-Learning Journal,
Allemagne - 2014

I worked for them



Once i've been at school

2005

// Atelier graphisme, Gobelins, l'école de l'image - Paris XIII^e (75)

2004

// BTS Communication Visuelle - Troyes (10)

2000

// Année préparatoire en Arts Plastiques - Paris XI^e (75)

1999

// Baccalauréat Littéraire option Maths Appliquées, Arts Plastiques - Alfortville (94)

Level up !

