

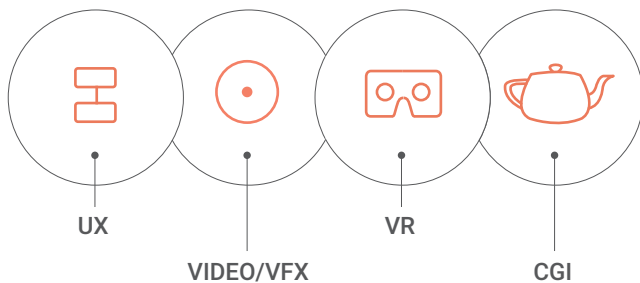
PERSONAL STATEMENT

I am Simon Bauchet, a digital designer focusing on UX, VR and Visual design.

I did a bachelor's degree in Interaction design as well as a double Master's degree in Virtual reality.

I am currently seeking a position in a creative digital company based in London.

KEY DOMAINS



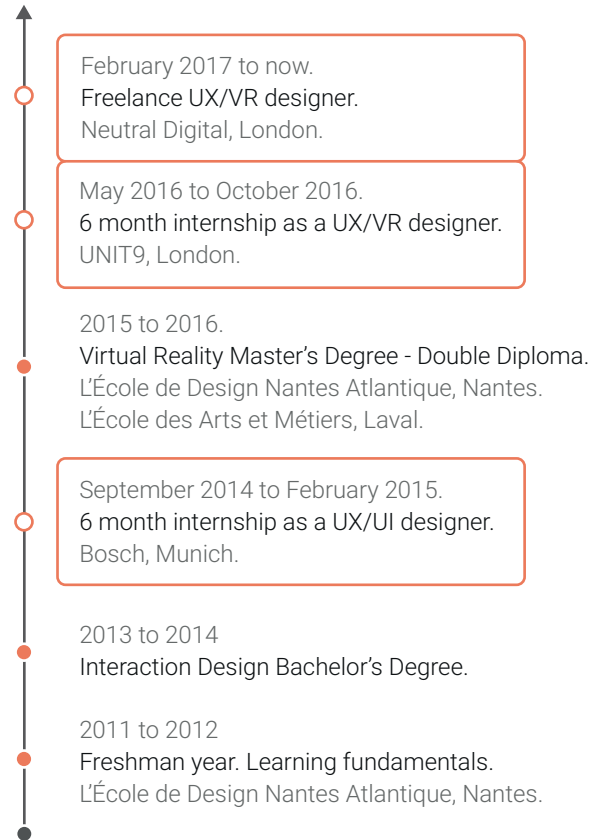
DESIGN SKILLS

Softwares	Skills
Photoshop	Ideation & concepts
Illustrator	Visuals design
Indesign	Layout design
Axure	Wireframes
After Effects	Motion design / VFX
Premiere	Editing
3DS max	Modeling / lighting / rendering
Zbrush	3D sculpting
Unity/UE4	Real-time 3D / Interactive / VR
Photoscan	Photogrammetry

LANGUAGE



EDUCATION & WORK EXPERIENCE



ACHIEVEMENTS

2 complex VR projects + PR strategy.

Worked as VR/UX designer on 2 ambitious VR projects.
Helped build PR strategy / shipped 2 breakdown videos.
Neutral Digital - 2017

ViVRium Mixed-reality project.

MR experience showcased at Natural History Museum.
Nantes - 2016

Jules VRnes VR project.

VR Project experienced by a large audience.
Nantes Digital Week 2015 / Laval Virtual 2016

HOBBIES & INTERESTS

