

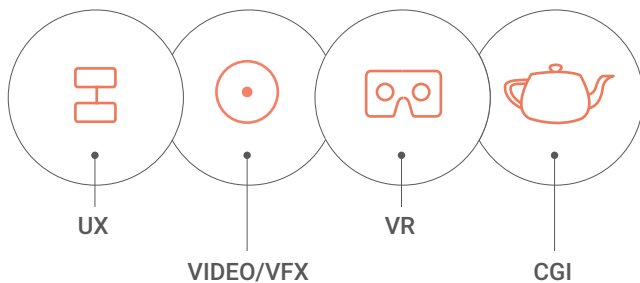
**PERSONAL STATEMENT**

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

I own a bachelor's degree in Interaction design and a double Master's degree in Extended Realities.

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

**KEY DOMAINS**



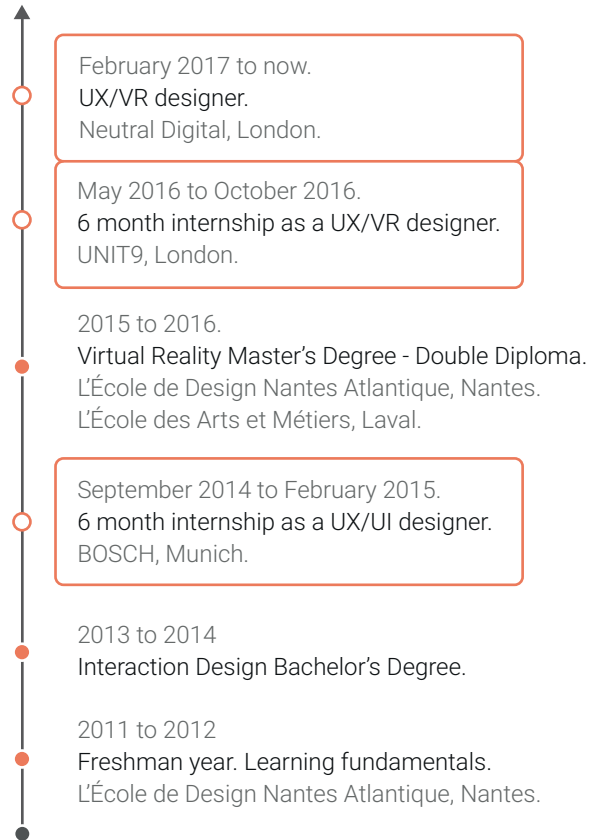
**DESIGN SKILLS**

Softwares	Skills
Photoshop	Ideation & concepts
Illustrator	Visual 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**

- 3 complex VR projects + PR strategy.**  
Worked as VR/UX designer on 3 ambitious VR projects. Shipped PR and 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**

