

- Education:**
- Japan Advance Institute of Science and Technology (JAIST)**
Kanazawa, Japan 2013 to present
 - Ph.D Candidate
 - 3rd year at Miyata Lab, School of Knowledge Science
 - Concentration in the research project oriented toward educational environment such as schools and museums, working title "Tangible Display and Tangible Interfaces: Tools for Curiosity and Discovery," supervised by Doctor Kazunori Miyata.
 - L'école de design de Nantes Atlantique (EDNA)**
Nantes, France, May 2012
 - MA, Interaction Design
 - Concentration in Mixed Reality and Tangible Interfaces
 - Minor concentration in Digital Media
 - Ecole Nationale Supérieure des Arts et Métiers (ENSAM)**
Laval, France, May 2012
 - MA, Virtual Reality Engineering (Dual diploma in partnership with EDNA)
 - Concentration in Real Time Environment (3D) and Virtual Reality (Cave)
- Experience:**
- teamLab, a three-week Internship (UX Designer and CG Artist)**
Tokyo, Japan, April 2014
 - Acted as the UX Designer for the project, *Sketch Town Papercraft*.
 - Acted as the CG Artist for the project, *Sketch Town*, presented as part of the *Curiosity Field Projects* at Miraikan, Tokyo June 2014 to present.
 - Heuliez Bus, a three-month enternship (UX Designer, Graphic and CG Artist)**
Rorthais, France, August to October 2009
 - Advanced studies for onboard display and packaging design for communication.
- Key Skills:**
- Language:
French (Native), English (Fluent), Notion of Japanese
 - Interaction Design:
UX, 3D modeling, Graphic, Storytelling and User Scenario, Game Mechanics, Game Design, UI
 - Adobe suite:
Photoshop, Illustrator, InDesign, Dreamweaver (HTML / CSS), Premiere, After Effects
 - Software:
3ds Max (Mentalray, Vray), Rhinoceros 3D (Keyshot), Unity
 - Prototyping:
Paper and Cardboard prototyping, MJM and FDM 3D printing, Lazer cutting, Arduino and Processing
 - Other:
Pixel art, Mechanical Drawings
- Prize:**
- Laval virtual 2012**
 - 1st place: Virtual Fantasy Demo for the game *Horse Party*
 - 3rd place: Virtual Fantasy Limited Time for the game *Panic au Picnic*