

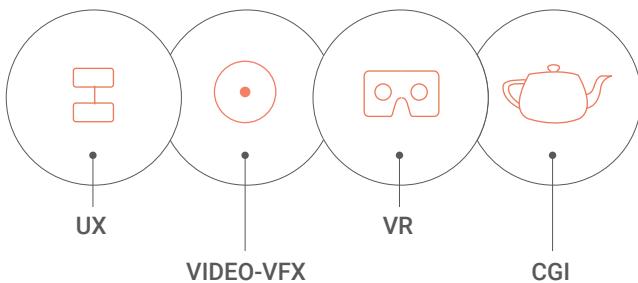
PERSONAL STATEMENT

Hi, I am Simon Bauchet, a digital designer focused on motion graphics, UX and VR design.

I own 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 London-based creative company.

KEY DOMAINS



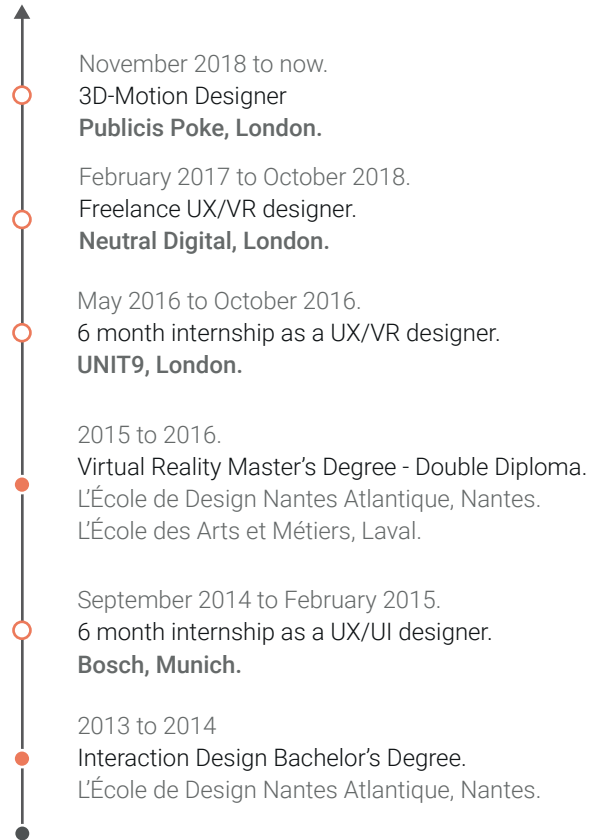
DESIGN SKILLS

Softwares	Skills
Photoshop	Ideation & concepts
Illustrator	Visuals / Icons
Indesign	Layout Design
Axure	Wireframes
After Effects	Motion design / VFX
Premiere	Editing
3DS - C4D	Modeling / lighting / rendering
Zbrush	3D Sculpting
Unity - UE4	Real-time 3D / Interactive / VR
Photostan	3D scanning
Houdini	Technical art

LANGUAGE



EDUCATION & WORK EXPERIENCE



ACHIEVEMENTS

- High-end VR projects.**
Worked as VR/UX designer on 4 ambitious VR projects. Designed user experience / real-time 3D assets / PR Neutral Digital - 2017-2018
- Heatherwick - Imkan Cityscape.**
Created a complex real-time 3D immersive environment - showcased at Cityscape exhibition. Abu Dhabi - April 2018
- ViVRium Mixed-reality project.**
MR experience showcased at Natural History Museum. Nantes - 2016

HOBBIES & INTERESTS

