

Antoine Maurais.

Product & Visual Designer

WORK EXPERIENCE

. DPDK at Rotterdam, NL

DESIGNER — PRESENT

. Dogstudio at Namur, BE

INTERN — MAR. 2018 TO AUG. 2018

I mostly worked on webdesign and a bit on motion design. I've been part of the team of UI designers, where I worked on the creation of design systems, graphic elements and designs based on wireframes provided by the UX team.

Mentor : Henry Daubrez

. DPDK at Rotterdam, NL

INTERN — AUG. 2016 TO FEB. 2017

I've learned more about UX, creative methodologies, and graphic design. I mostly worked on the creation of graphic guidelines and icons/illustrations.

Mentor : Michael Vromans

. My profil Art at Laval, FR

INTERN — SEP. 2015 TO OCT. 2015

As a graphic designer I had to create contents for videos, illustrations, ads posters and more. I've learned to be independant and proactive during these two months.

Mentor : Aldo Keito

. USC Football at Changé, FR

VOLUNTEER — AUG. 2014 TO PRESENT

Part of the communication team, I help the club by creating all visuals (almost) they needs for their events.

EDUCATION

. Master's degree at L'EDNA, Nantes

— MAR. 2016 TO AUG. 2018

Focus on User experience, IoT and entrepreneurship.

TOEIC : 885

. Bachelor's degree at L'EDNA, Nantes

— AUG. 2013 TO FEB. 2016

Learning UI/UX design, 3D modelling, Motion design, data visualization, compositing, stop motion, mapping.

SKILLS

. Creative tools

— DESIGN

Adobe creative cloud, sketch, cinema 4d

. Development

— TECH

HTML5, CSS3, JavaScript

. Languages

— LANGUAGES

French (Native), English (Fluent)

ACHIEVEMENTS

. Adobe design achievement awards

— ADAA 2017

3x semi-finalists of the 2017 contest

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