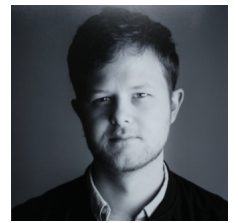


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INTERACTIVE NARRATION

La rue à des yeux - Augmented Reality Experience

Interactive writing, 2018 - 2019

Interactive augmented reality narration on graffiti. Help free a beast locked inside the walls of Paris.

Les Murs Parlent - VR Narrative Experience

Interactive writing, 2018 - 2019

Interactive virtual reality narration in a Second World War cell whose ghosts you awaken.

The Roaming - VR with live Actor - Venise Virtual

Interactive design, Level Design, 2018

Immersive theatre in virtual reality with a motion capture actor.

En voie de disparition - Web Narration

Crous Prize of numeric creation.

Two endangered animals meet in a bar.

Wild West Show - VR with live Actor

Théâtre immersif, 2019

12 spectators and 1 live actor VR experience about Calamity Jane.



INTERACTIVE DESIGN

Magritte VR - Optic Escape Game

Game Designer 2018 - Centre Pompidou

A journey into the artwork of Magritte, interacting with optical enigma to escape his paintings.

Playmobil - The Movie : VR Adventures

Game Designer 2019 - On Animation

Game design of 3 mini games : cooking, dance and infiltration.

Heritage Party Game VR

Narrative Designer, Game Designer 2016 - 2017

VR tabletop game.



EDUCATION

Gobelins - MS Interactive Digital Experience

Paris,, 2016 -2017
Gobelins

Sorbonne - Master in Interactive writing

Paris,, 2014 - 2016
Paris Sorbonne

College in littérature and philosophy.

Paris, 2011 - 2014
HENRI IV



REALISATION ET MISE EN SCENE

La fille de neige 360 - l'Opera de Paris

Director, 2017

First 360 teaser of Paris Opera.

Saving Tomas - 360 Short Movie - France TV

Director 2016 - 2017

360 film that puts us in Tomas' head by showing the real on 180° and the feeling in animation on 180.° Supported by the CNC, bought by France TV. European Cinematography Award for best 360 film. I Love Transmedia Award.

Museum of Natural History

Documentary Directing, 2016

Directing of the documentary Comment j'ai découvert l'univers avec mes jambes (How I discovered the universe with my legs), which tells the story of the emergence of a new form of

La Croisière du Sang Bleu

Theatre Play, 2015

Writing and directing a play performed on different student stages. Creation of the Sea Company and fundraising.



TEACHING

Gobelins, l'école de l'image

Interactive Design in Virtual Reality

Strate Design

Interactive Design in Virtual Reality

ESD

Writing Directing and Editing of a 360 movie.

La Sorbonne - Paris IV

Writing Directing and Editing of a 360 movie.



OTHER WRITING

Master Thesis

Mémoire de Master pro, 2014 - 2016

How interactivity change the perception of artwork ?

Transmedia Author, an emergent profession ?

Professional Thesis

Matère spécialisé Gobelins

Artificial Intelligence and storytelling in virtual reality.