

AUDREY BROUSSE

Interaction Designer

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EDUCATION

- 2018 - 2020 **Immersive UX Design — Master**
L'Ecole de Design Nantes Atlantique - Nantes, France
Specialized in immersive technologies (virtual reality and augmented reality). Developed projects and design workshops on immersive art experiences and industry services. Final research project on virtual embodiment.
- 2019 - 2020 **VR Engineering & Innovation — Master**
Ecole Nationale Supérieure d'Arts et Métiers - Laval, France
Double Master's degree. Acquired skills in 3D modeling, texturing, real-time integration and rendering on Unity. Design of immersive experiences in partnership with engineers and 3D computer graphics designers. Practical and theoretical training in research methodology.
- 2016 - 2018 **Interaction Design — Bachelor**
L'Ecole de Design Nantes Atlantique - Nantes, France
Theoretical knowledge in UI/UX, ergonomics, design methodology (Design Thinking and Agile methodology). Practical application in workshops and projects from conception to websites' design, applications, mapping, interactive installations and connected products. Wireframes design, graphical interfaces and front-end web development.
- 2015 - 2016 **Preparatory Year of Design — Bachelor**
L'Ecole de Design Nantes Atlantique - Nantes, France
Theory and practical acquisition of the fundamentals of the different forms of Design (Graphic, Product, Packaging, Space, Interaction).
- 2015 **Scientific French Baccalaureate in Physics and Chemistry**
Lycée Les Bourdonnières - Nantes, France

SKILLS

Methodology

Trend monitoring -
User analysis - Persona -
Storyboard - Wireframe -
Marketing - Graphic
illustration - Programming -
User test - Research protocol
- Research article - Respond
to a call to tender

Tools

Adobe Creative Suite -
Figma -Autodesk 3ds Max -
Substance Painter - Unity

Programming

HTML - CSS -
JavaScript - C#

EXPERIENCE

- 2023 **Project Manager and Interaction Designer**
Opixido - Nantes, France
Project management and multimedia design for cultural exhibitions and museums.
- 2022 **Figma and UI/UX Design Teacher**
L'Ecole de Design Nantes Atlantique
Introduction to Figma software and courses on the rules and principles of UI/UX design for the students of the Media Design Master.
- 2021 - 2022 **Interaction Designer — 9 months**
NEEEU - Berlin, Germany
Production of digital interfaces, graphic contents and tenders for museums and cultural sites (Pierre Boulez Saal, Science Museum...). Lead designer for the redesign of the website and communication materials of the Taschenoper Lübeck opera house.
- 2020 **Assistant Project Manager Intern — 4 months**
Fleur de papier - Paris, France
Project management and multimedia design for cultural exhibitions and museums. Project manager within the management team. Responsible for project management from start to finish: ranging from the tender offers' search to the delivery of the finished product in the museums (BNF, Cité des Vins de Bourgogne, Mobilier National...).
- 2018 **UI/UX Designer Intern — 4 months**
Digital Dosis - Barcelona, Spain
Monitoring projects from mock-up design to quality assurance within the design team. Design of web interfaces and graphic content for brands and companies. Design of Affinity's website animation (Awwwards' "Honorable Mention" award).
- 2017 **UI/UX Designer Intern — 3 months**
One Heart Communication - Paris, France
Monitoring projects from conception to design by assisting the artistic director. Website development and communication interfaces for humanitarian associations.
- ### Languages
- French Native
English Professional working proficiency
Spanish Limited working proficiency