

ABOUT

Creative Graphic Designer transitioning from a career in 3D animation for VFX films. Specializing in visual identity, print, packaging design, and illustration, with a strong foundation in storytelling, composition, and color. Passionate about building cohesive brand systems and impactful marketing visuals across digital and print media.

EDUCATION

Master in 3D Animation
ARTEFX, Montpellier (France)
2018 – 2021

Master CG Animation & FX
ESMA, Montpellier (France)
2016 – 2018

MANAA
ESMA, Montpellier (France)
2015 – 2016

SKILLS & SOFTWARES

- Visual Identity
- Typography & Color Theory
- Layout & Editorial Design
- Stationary Design
- Digital Marketing Assets
- Visualizer
- Illustration
- 3D Animation
- Project Management
- Client Communication

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Premiere Pro
- Adobe After Effects
- Procreate

LANGUAGES

- English (Fluent)
- French (Native)

CORE COMPETENCIES

- Strong visual storytelling rooted in both cinematic and graphic design practices
- Expertise in color theory, typography, and composition for print and digital media
- Skilled in developing cohesive brand identities, packaging, and marketing visuals
- Proficient illustration abilities supporting branding and promotional content
- Detail-oriented with a strong focus on design consistency and visual impact
- Clear and professional communication with clients and collaborators
- Proficient in Adobe Creative Suite (Illustrator, InDesign, Photoshop, After Effects, Premiere).

PROFESSIONAL EXPERIENCE

Graphic Designer | Freelancer - Remote
January 2024 - Present

- Designed brand identities, packaging, and stationery for small businesses, with a focus on consistency across print and digital touchpoints.
- Created visual assets for social media and promotional materials, applying strong composition, typography, and color principles.
- Collaborated closely with clients to translate their vision into clear, impactful designs aligned with their brand strategy.

Illustrator | Freelancer - Remote
January 2024 - September 2024

- Produced custom illustrations and visual assets for a collaborative card game project.
- Developed original character designs and visual storytelling elements to support gameplay
- Adapted artwork for both digital platforms and printed prototypes, ensuring visual consistency across formats.

3D Animator | Sony Pictures Imageworks
GHOSTBUSTERS: FROZEN EMPIRE (2024) - VFX Film
Montréal, QC - July 2023 - December 2023

- Created high-quality character animations that enhanced narrative and visual impact.
- Collaborated with supervisors and VFX teams to ensure consistency with the director's vision.
- Applied animation principles to deliver polished, photorealistic motion in a fast-paced production pipeline.

3D Animator | MPC
ANT-MAN AND THE WASP: QUANTUMANIA (2023) - VFX Film
Montréal, QC - March 2022 - January 2023

- Produced detailed creature and character animations integrated with complex visual effects.
- Ensured performance realism through strong timing, weight, and movement fidelity.
- Collaborated with animators to maintain consistency in characters performance across sequences.

3D Animator | Mr.X
PREY (2022) - VFX Film
LANDSCAPE WITH INVISIBLE HAND (2023) - VFX Show
Montréal, QC - October 2021 - March 2022

- Delivered expressive character and creature animations with a focus on cinematic realism.
- Optimized animation workflows using Maya, ShotGrid, and MotionBuilder for efficient delivery.
- Worked closely with leads and other departments to maintain visual continuity across sequences.