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competences :

- / **3D design, animation, virtual reality, visualization, interactivity, interfaces, computer graphics, video editing, web design, graphic design and multimedia.**
- / **Technical skills:** mastering a large range of softwares for 2D as well as 3D design (real-time virtual reality or rendering), video editing, desktop publishing, etc.; adapting to any type of media (screening or printing).
- / **Managing design projects:** handling all stages from conception, storyboard writing (sequential or interactive), project execution and integration to final application (including visual interface).
- / **Team work:** having collaborated for a long time with persons from various fields (computer science, ophtalmology, psychiatry, art, community organizations, etc.) I have developed my ability to listen to my colleagues and partners, to adapt to their language and search for the best viable solutions to given problems, while favouring friendliness.
- / **Creativity and pragmatism** allow me to lead projects to their final realization in compliance with their specifications and deadlines, combining **global vision** and **attention to details**.
- / **Curiosity and thirst for knowledge** feed my creativity.
- / **Vocational training** of interns and apprentices.

work experience :

- / **since 2012, freelance digital designer :**
 - > graphic & digital design : posters, layouts, DTP, infographics, animations, video capsules, etc.
 - > visualization and popularization of metamaterials concepts for *Meta Research Group (KU Leuven)*
 - > synchronization of subtitles for *PFC'E* film festival
 - > interactive 3D VR app : concept, design, animation and interface (*Unity3D*, work in progress).
- / **since sept 2019 concurrently, administrative assistant** for various organizations - part-time.
- / **2017 - 2021, visual communication assistant** at *Alliance Sud* (NGO) - part-time :
 - > data visualization : thematic infographics - print (newspaper) and animated version (web teaser)
 - > video capsules : shooting and editing (interviews, teasers)
 - > web : graphic design for social networks (Facebook, instagramm), animated gifs
 - > documenting : cataloguing books, updating directories, administration.
- / **2014 - 2018, visual communication assistant** at *Uniterre* (farmers trade union) - part-time :
 - > graphic and digital design : newspaper DTP, posters, flyers, website design, webmastering, newsletter
 - > projects management : responsible for validation process of a federal initiative, team management.
- / **2014 - 2016, 3D animation expert** at *EPFL-IIG* and *MokaStudio*, *mosketch* software dev - part-time :
 - > 3D animation expertise : testing, bug-reports, comparisons and evaluations of animation softwares
 - > interaction and interface design : concepts and first drafts.
 - > communication : promotional and tutorial videos, help files, scientific illustrations.
- / **1996 - 2011, 3D designer** at *VRLab Virtual Reality Lab, EPFL* (Lausanne)
 - > Virtual humans : modeling, texturing, rigging, skinning, animation, etc. - for realtime apps
 - > Visualization of complex scientific data
 - > Artistic direction of numerous demos and projects - behavioral animation, cultural heritage, crowd sims, etc.
 - > Popularization : co-scenario, artistic direction, design and animation of an interactive virtual game
 - > Training : in charge of *VRLab's* designers team ; coaching of apprentices and interns.
- / **1996 - 2011, concurrently, freelance media designer :**
 - > multimedia : graphic design, DTP, interactivity design, digital design, animation, webmastering
 - > teaching : practical workshops *Macromind Director*, in *Maison du Bout-du-Monde* (Genève - summer 1997).
- / **1994 - 1995, graphic designer** at *Microscript VDP S.A.* (Genève) - prepress, graphic design and multimedia.
- / **1993 - 1994, misc digital design and multimedia :**
 - > TV visual identity : layout and design of the visual identity of a local computer generated TV
 - > teaching at Université Lyon 2 (interactivity with *Macromind Director*).

education :

- / Université Lumière Lyon 2 (France) - 1992/93 - *Diplôme de Création et Communication Infographiques* (3^e cycle)
- / Accademia Arti Applicate - Milano (Italy) - 1989/91 - *Diploma di Arte Grafica Pubblicitaria*
- / Lycée-collège des Creusets - Sion (Switzerland) - 1984/89 - *Diplôme de Maturité, Type C* (scientific)

softwares :

- / 3D design : *3DSMax, MotionBuilder, Unity3D, Maya, etc.*
- / 2D animation, multimedia and web design : *Photoshop, DreamWeaver, html, css, various CMS*
- / Video : *PremièrePro, Audition, Aegisub, AfterEffects*
- / DTP and image editing : *Photoshop, Illustrator, InDesign, AcrobatPro*
- / Scripting languages (basic notions) : *C#, javascript, php, html, css*

languages :

- / French : mother tongue
- / English : spoken and written C1 (frequent practice)
- / Italian : spoken and written B2
- / German : spoken and written B2
- / Arabic : mid-level (reading and basic conversation in classical arabic)

hobbies :

- / Voluntary work : activities in a community organization (work groups, webmaster)
- / Interests : drawing, painting, performing arts, exhibitions, travelling, languages.

links :

- / Portfolio : <http://www.juancarlosgoomez.com/mirouille/>

