

 EDUCATION

- 2015 — 2016 **MSc • MEDIA AND ARTS TECHNOLOGY**  
Queen Mary University of London, England · with overall distinction  
Achieved as part of the MAT MSc + PhD programme (*PhD not completed*)
- 2011 — 2015 **BSc (HONS) • DIGITAL INTERACTION DESIGN**  
University of Dundee, Scotland · with first class honours · winner of the William Armstrong Davidson prize
- 2009 — 2011 **PROFESSIONAL BACCALAUREATE (HNC EQUIVALENT) • GRAPHIC DESIGN**
- 2007 — 2009 **BEP (NATIONAL CERTIFICATE EQUIVALENT) • PREPRESS AND PRINT PRODUCTION**  
Lycée Professionnel Gutenberg, Strasbourg, France · both with overall merit

 WORK EXPERIENCE

- since june 2017 **JUNIOR ACCESSIBILITY & USABILITY CONSULTANT**  
AbilityNet, London, England · Delivering practical digital accessibility and usability consultancy for a wide range of clients, identifying issues and making appropriate recommendations.
- sept 2016 — mar 2017 **TEACHING ASSISTANT**  
Queen Mary University of London, England · Demonstration in labs, tutorials and one-to-one support with students. Supported modules in creative coding, and graphical user interfaces. P/T.
- april — september 2016 **DATA ENGINEER INTERN**  
boot, London, England · R&D, interaction design and embedded development for an interactive art installation enhancing the experience of musicians. Exhibited at Sónar+D 2016 and Inter/sections 2016.
- june — september 2015 **RESEARCH ASSISTANT / BACK-END WEB DEVELOPER**  
dot.rural, with the University of Aberdeen, Scotland · Back-end development of an API; and UX design, information architecture and development (full stack) of a custom CMS for the WoodWorks research project.
- may — december 2014 **RESEARCH ASSISTANT / INTERACTION DESIGNER & DEVELOPER**  
University of Dundee, Scotland · Co-conception, interaction design, engineering and development of a physical research prototype, looking at potential uses of tangible interfaces for children on the autism spectrum. P/T.
- january 2013 — feb 2014 **BACK-END WEB DEVELOPER**  
mtc. media, Dundee, Scotland · Development and maintenance of e-commerce and corporate websites. P/T.
- etc. **FREELANCE WORK** as a graphic designer and developer for **Philippine Janssens, Arthénon, Mars Chocolate, Singlie Farmhouse and CargoÉlan**  
**INTERNSHIPS** at **Com'Quoi** (January 2011), **Disturbance** (October 2010), **Shining Karma** (June 2010), **Wecom** (March 2010) and **Reymann** (May 2008) · Graphic design and front-end development

 SKILLS

- design** Usability engineering & interaction design; design ethnography, research and evaluation  
Microinteractions development, user interface design, data visualisation  
Graphic design, editorial design, visual identity
- tools** Prototyping → Arduino, Axure, Framer, OmniGraffle, InVision, Rhino/3D Printing\*  
Interactive → Processing, Quartz Composer, Max/MSP\*, OpenCV\*  
Graphics → Sketch, Illustrator, InDesign, Photoshop  
Audiovisual → Resolume, Final Cut Pro, Motion\*, Logic Pro\*  
Software → Laravel, PHP, Node, SQL, Python, Java\*, Ruby\*  
Web → Javascript, D3.js, HTML/CSS, Sass, React\*, PhoneGap\*, Backbone\*  
Misc. → Git, LaTeX, shell scripting, Julia, woodworking\*, R\*
- interests** Typography, digital preservation, data visualisation, digital inclusivity, service design, information architecture, physical computing, security usability
- misc.** Fluent in French and English; full clean EU driving licence; trained for first aid at work.

\* = LIMITED EXPERIENCE