

FLAVIE LUCAS

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SKILLS

MOTION DESIGN

After Effects, Illustrator, 3DSMax, C4D, Blender

DEVELOPMENT

Javascript (Vue.js), HTML/CSS

GRAPHIC DESIGN

Photoshop, Illustrator, Indesign, Processing

VIDEO PRODUCTION

Premiere Pro, Audition, gestion de tournage

COMMUNICATION

Branding,

LANGUAGES

FRENCH, ENGLISH, OCCITAN, SPANISH

JAPANESE(beginner), CHINESE(beginner)

EXPERIENCES

JUNIOR MOTION DESIGNER

(Sep 2019- March 2021)

Ubisoft Paris Mobile

Motion Design, 2D assets creation

INTERNSHIP

(June-Sept 2018)

AKENOMY

Graphic Design, WebDesign,
Front end web development

MENTORED PROJECT

(Feb-May 2018)

GHOST FROG

Creation of a hybrid board game using
a mobile app. Made in Unity

EDUCATION

IMAC ENGINEERING SCHOOL

(2016 - 2019)

Paris-Est University, Marne-la-Vallée, 77

Sciences, Informatics, Multimedia,
Audiovisual and Communication.

NATIONAL CHENG KUNG UNIVERSITY (NCKU)

(2016 - 2019)

Tainan, Taiwan

Exchange Student at ICID (創意產業)

CPGE PCSI - PSI

(2014 - 2016)

Mistral High School, Avignon 84

Classe préparatoire aux grandes écoles,
Speciality: Physics, Industrial engineering
and Math.