


JUSTINE DEROUET

Interaction designer

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I am a fifth year student in **interaction design** at l'École de design Nantes Atlantique, pursuing a **Master's degree in Virtual Reality** at READi design lab. I am currently looking for a **six-month internship**, from **May to October 2017**.

EDUCATION

Master's degree in Management of 3D Interactive technologies

2016 | 2017 **École Supérieure Nationale des Arts et Métiers, Angers**

Studying virtual reality, augmented reality, and other immersion techniques. Initiation to research methodology.

Master's degree in Virtual Reality

2015 | 2017 **Readi Design Lab**

Learning about virtual reality, service and game design, user testing. Presenting projects as part of design related events. Preparing my final study project about the evolution of news media.

BA in Interaction design

2013 | 2015 **L'École de design Nantes Atlantique**

Studying UX and UI design (desktop and mobile), web languages, 3D modeling, graphic design, 2D animation. Several workshops : Arduino, Processing, stop motion, cartography, sociology.

Foundation year in design

2012 | 2013 **L'École de design Nantes Atlantique**

Discovering several design fields (including Packaging, Product, Graphic, Space and Interaction design). Approach of drawing, plastic creation, artistic culture.

High school diploma, with distinction

2011 | 2012 **Lycée Blanche de Castille, Nantes**

WORK EXPERIENCE

UX UI design internship

Sept 2015 | Jan 2016 **Roll Studio, London**

Roll Studio is a digital production company. I worked with the design team on ongoing and new projects, and independently on an internal project. I was involved in the ideation process, wireframing, prototyping and presentation of the projects.

Web design internship

Sept 2014 | Oct 2014 **Bozboz Ltd, Brighton**

Bozboz is a digital creative agency. I worked with the agency's designer on webdesign and graphic design projects.

EVENTS & AWARDS

Laval Virtual Fantasy Award | Demo

March 2016 **Project displayed**

Reference student competition in Europe in the field of Virtual Reality. Selected to present during Laval Virtual a virtual reality application produced beforehand.

Laval Virtual Fantasy Award | Limited Time

March 2015 **1st prize**

Reference student competition in Europe in the field of Virtual Reality. 30 hours straight to imagine and develop a 3D realtime application using virtual reality devices.

Olympiades des métiers, regional competition

April 2014 **2nd place**

2 days competition. 14 hours to create a website, from graphic identity to front-end development.

SKILLS

Tools

Sketch | Photoshop | Illustrator | Principle | After Effects | 3DS Max | Unity | Keynote | InDesign | HTML5 | CSS3

Languages

French | Mother tongue
English | Very good knowledge (TOEIC score 920)

Design methods

User research | Personas | User journey | Wireframing | Prototyping | Usability testing