



# Marion LAILLE

VR/Product Designer

I'm looking for a full time job as a virtual reality/ product designer.

## Skills

### Hard skills

PS / AI / AE / ID / PR  
Sketch  
HTML5 / CSS3 / JS  
3DS Max  
Unity 5

French : Native  
English : Spoken and written  
TOEIC 825 pts

### Soft skills

Autonomous  
Team work  
Organized  
Imaginative  
Versatile

## Interest

New technologies  
Tourism  
Indie games  
Animations movies  
Pixel art

## Contacts

laillemarion@gmail.com  
marionlaille.com  
@Marion\_Laille

17 Avenue Clio 44470  
CARQUEFOU, FRANCE  
+33 6 45 12 98 40

## Education

2016-2017, Master's degree in Management of 3D Interactive technologies at l'École Supérieure Nationale d'Arts et Métiers, Angers (France)

2015-2017, Master's degree in Virtual Reality at READi Design Lab, Nantes (France)

Learn how to design a virtual reality experience, learning the basics of game design and storytelling, prototyping VR/AR application and preparing our end of studies project.

2013-2015, Bachelor's Degree in interaction design at L'École de Design de Nantes Atlantique, France

Learning of the methodology, ux/ui design, prototyping web applications and connected devices, creating video games, making 3D modelisation and animation.

2012-2013, Foundation course in Design at l'École de design de Nantes Atlantique, France

Learning basics of the designs (product, packaging, space, interaction, graphics), drawing and general knowledge about design.

2011-2012, Baccalaureate equivalent to «A» levels in economics section at Notre Dame Toutes-Aides, France

## Experience

May to October 2017, End of studies internship at Dassault Systèmes

I worked as an UX/Prototyper designer for Dassault Systèmes in Paris. I participated into the creation of different augmented reality experiences, prototyped application using mainly AR tools and organised design workshop.

September to January 2016, Internship at Amadeus Services Limited

I worked as an integrated designer for Amadeus in London in order to redesign a data software, which manages a lot of data, with a lot of coding and design constraint. It was a challenging project that allowed me to discover an other side of my profession.

Avril 2015, Laval Virtual Fantasy

Won the limited time competition at Laval Virtual with the project «Gizmo». As a team, we had 30 hours to realize the best 3D realtime app.

September October 2014, Internship at 42Factory

42 Factory is a connected devices manufacture, I had to work on identity project and a dashboard for a connected weather station and graphic design. I learnt to work with other professions such as developers and graphists, to be autonomous and to stand up for my ideas.

June 2014 to 2016, Started freelance as a graphic designer

I increased my drawing skills, learning to take care of a client, be autonomous and respect deadline.