

Yoann Douillet

± yoanndouillet.com

Industrial Design

Graphic / Media Design

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SOFTWARE SKILLS

SolidWorks

Adobe Illustrator

Adobe Photoshop

Adobe In Design

Arduino (C++)

Unity (C#)

Blender

Rapid prototyping (3D print, CNC, ...)

EXPOSITIONS

Festival International des Jeux

(2016, Cannes, France)

LIFT Genève

(2016, Geneva, Switzerland)

Grafik 16

(2016, Zurich, Switzerland)

Geneva international film festival

(2016, Geneva, Switzerland)

10e Biennale du Design

(2017, Saint-Etienne, France)

Salone Ludico, Milano Design Week

(2017, Milano, Italy)

Festival de Cannes

(2017, Cannes, France)

GS GS'17

(2017, Neuchatel, Switzerland)

NIFFF

(2017, Neuchatel, Switzerland)

Fantoche

(2017, Baden, Switzerland)

Geneva Game Convention

(2017, Geneva, Switzerland)

Design Days

(2017, Geneva, Switzerland)

Festival Nouveau Cinema

(2017, Montréal, Canada)

DIPLOMAS

2015 / 2017

Bac+5

Master of Arts HES-SO in Design,

Major in Media Design

HEAD - Haute Ecole d'Art et Design, Geneva, Switzerland
with Distinctions

2010 / 2011

Bac+5

Master in Industrial Engineering,

Major in Industrial Design

UFR de Sciences et technologies, Université d'Evry (Evry, France) and
ENSAAMA (Paris, France)
with Honors

2008 / 2010

Bac+4

Diplôme Supérieur en Arts Appliqués (DSAA),

Major in Industrial Creation

Lycée Jean Perrin et MAAD (Marseille, France)
with Honors

2006 / 2008

Bac+2

Brevet de Technicien Supérieur (BTS) - BTEC

Technical Degree in Product Design

Pôle Supérieur du Design, Léonard de Vinci (Villefontaine, France)

2001 / 2005

Scientific A-level (Baccalauréat), Math speciality

EXPERIENCES

2013 / 2015

Designer - Illustrator

Ameg Group / Grenoble (France)

Multimedia design ; 3D modeling, realistic renders, product illustrations, catalog illustrations. Communication and marketing design; flyers, manuals, quick-start. Technical support design ; Illustrations, use and maintenance manuals. Clients and external providers management.

2012 / 2013

Product Designer

M.T Concept / Montréal (Canada)

Advertising objects, packaging, POS, lighting and furniture. Project management. Schedules and budgeting. Sketches of concepts, Photorealistic images. Production files and technical drawings. Production monitoring. Clients and external providers management.

2011 / 2014

freelance

Product Design / Graphic Design / UI / UX

Atelocynus Studio / Grenoble (France)

2011

6 months

Product Designer

Caiman Design / Vincennes (France)

Placement

2010

5 months

Product Designer

Pulsium Innovation Pilot / Voiron (France)

Placement

2008

2 months

Design Assistant

La_Cox / Challes-les-Eaux (France)

Placement