# INTERACTION DESIGNER GRADUATED FROM ECAL

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### Skills

- → Apt at creating immersive web experiences using Three.js for dynamic, data-driven 3D visuals on the web.
- → Proficient in shader development, procedural generation, and asset optimization for real-time rendering, emphasizing stunning graphics and efficiency.
- → Knowledgeable in creating high-quality renders, animations, and game assets using Blender.
- → Skilled in creating AR filters using Spark AR Studio and implementing custom solutions for hand, body, and face tracking with MediaPipe.

# **Professional Experience**

04.2023 — today — Technology Explorations & Game Prototypes

Personal projects

02.2023 — 04.2023 UX Designer Internship

5D Multimedia & Web Communication, Lausanne

2021 — 2024 Animator - Heliotrip, VR music video

Music video for Dragon by VONFELT, 2024

Palais Augmenté, Paris, 2022

Geneva International Film Festival, Geneva, 2021

2022 Programmer/Designer - Abyssal Reflection, interactive installation,

co-created with Iris Moine

Musée de la Main, Lausanne, 2022

2021 Game Designer/Technical Artist - Rovy, video game

Numerik Games Festival, Yverdon-les-Bains, 2021

## Education

2019-2022 Bachelor's degree in Visual Communication - Media & Interaction Design

École cantonale d'art de Lausanne (ECAL), Renens

## **Programming Skills**

JavaScript TypeScript C# Rust Three.js Godot Engine Unity Engine Unreal Engine

Tokio TouchDesigner openFrameworks HTML CSS WebAssembly GLSL Python

### Software Skills

Blender Photoshop Illustrator InDesign AfterEffects Figma Spark AR Studio

