

Robin Exbrayat

Product Design Student at [@lecolededesign](#)
& Virtual Technology Student at [@ArtsetMetier](#)

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Looking for a 6 month internship from April to September 2022 in product design

Professional Experience

July 2020 - January 2021 · Paris, France

Numberly Product Design Intern

- Product design that satisfies a specific target group
- Provide the customer an experience to build loyalty
- Work with project manager, designer and developer

July 2019 - October 2019 · Paris, France

Com'Around Graphic Design Intern

- Develop my skills in graphic design
- Design of web banner, print and motion
- 3D rendering for the project presentation

Other experience

June 2020 - July 2021 · Laval, France

Limited Time Laval Virtual Contest

- Conception of a VR project on "Tomorrow's world" theme
- Conception from idea to realization with 5 students
- 3D modeling, Unity development and Motion design

May 2019 - Current · Nantes, France

Self-employed Design & 3D

- Customised interfaces and experience
- Website & Game development
- 3D Modeling & VR/AR experiences

Education

July 2020 - October 2022 · L'École de design Nantes Atlantique, Nantes

Master's degree Digital Product Design

Provide Virtual and Augmented Reality experiences. Following the technological evolution through voice and image recognition technologies and the exploitation of Big Data with IA

September 2021 - Graduating October 2022 · Arts et Métiers, Laval

Master's degree MTI3D Virtual Technology

Become an expert in interactive 3D technologies in connection with the professional world. Access to the most modern computer equipment and Virtual Reality interfaces

September 2017 - July 2020 · L'École de design Nantes Atlantique, Nantes

Bachelor's degree Interaction design · UX/UI Design

Usage and user experience (UX) is the core of the Interaction Designer's job, and is taken into account from creativity methods to user testing. This course also develops solid skills in graphic interface (UI) design and the creation of functional interactive devices.

Skills

User Interface & Experience Design

User test

Prototype

Digital painting

3D modeling & texturing for VR & Reel-Time Engine

Virtual Reality Experiences

Tools

Design (Adobe suite, Sketch & Figma)

3D Software (Blender & 3ds Max)

Real Time Engine (Unity & Unreal Engine)

Development (CSS, JavaScript & C#)

Languages

🇫🇷 French Native language

🇬🇧 English proficient (TOEIC score 875)

References available upon request