



# Theo Richard

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## WORK EXPERIENCE

### FITCH, Immersive & Product Designer

MAY 2018 - OCT 2018, LONDON

Design and Brand consultancy specialized in retail. A new branch of the digital team is dedicated to AR and VR.

- In-store AR experiences using 2D and 3D recognition for a sportswear company
- Template of interactions and movements for VR retail stores
- AR app to augment posters during client presentations

### Brooklyn Digital Foundry, Interaction Designer

AUG 2016 - MAY 2017, NEW YORK

Brand, Web and Content agency.

- Design, prototype and user testing of a booking app for meeting rooms
- Brand identity and motion design for a school of cinema and an architecture firm
- Icon set for the tool of a lighting company

### Swimmingpool, Interaction Designer

JUL 2015 - OCT 2015, NANTES

Marketing and Communication agency specialized in the IT field.

- Internal website for a data protection company
- Brand identity, website and motion design for a software editor company
- Logos, icon sets and graphics for software and hardware clients

## EDUCATION

### Immersive UX Design, Master's Degree (MDes)

2016 - 2018, L'ÉCOLE DE DESIGN NANTES ATLANTIQUE, FRANCE

Studied VR and AR Prototyping, Strategy and Management. Worked with an Industrial Designer to create VR controllers for a video game company. Wrote a Master's thesis about Immersion and User Experience. Worked on data input enhancement in VR using hands and voice commands for the graduation project.

- 2017 valedictorian.

### Virtual & Innovation Engineering , Master's Degree (MS)

2017 - 2018, ARTS ET MÉTIERS PARISTECH, FRANCE

Studied 3D Modelling and Texturing, Unity, C#, Research and User Testing. Worked with engineers on a VR experience using eye tracking to follow a story based on sight and hearing.

### Interaction Design, Bachelor's Degree (BDes)

2013 - 2016, L'ÉCOLE DE DESIGN NANTES ATLANTIQUE, FRANCE

Studied UX and UI Design, Web Prototyping, Sketching, 3D Modelling and Motion Design. Worked with a bank company on an app for freelancers and with an Art museum to arouse the interest of people for museums through an AR app.

- 2015 and 2016 valedictorian.

## SKILLS

### Design

User Research • Persona • User Journeys • Storyboarding • User Flows • Wireframing • Sketching • UI Graphics • 3D Modelling • Motion Design • User Testing

### Prototyping

HTML • CSS • Javascript • C#

### Tools

Adobe Creative Suite • Sketch • InVision • 3ds Max • Substance Painter • Unity

### Languages

French (Native) • English (TOEIC 850)

## AWARDS

### 3rd place, Ubisoft Pimp the Data

NOV 2017, PARIS

Created an experience using data from a Ubisoft game to enhance players experience.

### Innovation prize, MAYAM Challenge

NOV 2017, LAVAL

Led the Design to make a VR coworking space for Technology Everywhere, a digital strategy company.

### 1st place, Hackathon Banque Populaire

DEC 2015, PARIS

Led the Design to conceive a service on tablet to improve the effectiveness of bank advisors.

## EVENTS

### Nantes Digital Week

SEP 2017, NANTES

Exhibited a VR adventure around Jules Verne's journey to the moon. Experienced by 1,000+ visitors.

### Laval Virtual, Virtual Fantasy

MAR 2016, LAVAL

Created a VR experience improving sight disorders through a game. A 30-hour competition.