

ANDREA MELIN

Interactive Designer

Contact

www.sekai-design.com

Skills

Design Software

- Adobe Suite (Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Adobe XD)
- Sketch
- Figma
- Zeplin
- Marvel
- Trello
- Blender [Learning]

Methodology

- Analyze client brief
- Benchmark
- Ideation Workshop
- Design Sprint
- Design Thinking
- Game Design Document
- Prototyping
- User Testing

Coding & Scripting

- HTML / CSS / Javascript
- C# [Learning]
- Unity [Learning]

Languages

- English [C1]
- Japanese [A2]
- Deutsch [A2]

Hobbies

- **Traveling**
- **Playing video games** : Fire Emblem, Super Smash Bros. Ultimate (e-sport)
- **Dancing** : Yosakoi team's member of the management boards

Experiences

UX / UI Design

2017-2019
2 years

Orange Garden (R&D center), Châtillon, France

- UX/UI Design concept and benchmark redaction
- Organize meeting and workshop
- Design mobile, mixed reality (AR / VR) and video game product for delivery or research
- Working with an international and pluridisciplinary team

UI & Motion Designer

2015-2017
2 years

Learning Agency Orange, Cachan, France

- Design motion video, interface for serious game and virtual reality application
- Analyse client brief and help him to construct his project by defining specifications
- Create design workflow, document template, assets, graphic guidelines

Education

Master degree in Digital Interaction - New interactive writing

Paris-Est Marne-la-vallée University, Good appreciation, 2017-2019

- Video game : research paper about video game preservation
- Study trip in South Korea : working with korean students to create an interactive video project
- Courses : UX design, digital communication, management, social sciences

Bachelor in New Media Writing - Video game

Paris 13 University, Very good appreciation, 2016-2017

- Digital media : research paper about emotional design
- End year project : narrative and mobile video game prototyping
- Courses : UX design, game design, motion design

Advanced Technician's Certificate in motion design and video

Henri Martin Highschool, 2013-2015

- Courses : motion design, video editing, history of movie

Preparation year in Art and drawing

Eugénie Cotton Highschool, 2011-2012

- Courses : drawign, art history, digital design

Personal Projects

Alert Project Remake, 2020

- Design with Unity to reboot my student video game project
- Mobile narrative video game, use branch mechanics

Volunteer in video game association

- MO5 member : help communication and video game preservation research
- Game Preservation Society : write articles and help to improve UX design of the website

Indiegame video game development

- Help indie game developers to improve UX design
- Start small projects to learn software such as Unity or Unreal Engine