

guyonicolas

Nicolas Guyon, Interaction Designer

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date of birth: September 1st, 1986

nationality: French

(international) driving license since 2004

o summary

My name is Nicolas Guyon and I am a French Interaction Designer graduated with Magna Cum Laude from L'École de Design Nantes Atlantique.

I specialize in the design and creation of unique Interactive Experiences including but not limited to Tangible User Interfaces, Augmented Reality, Interactive Spaces, Interactive Installations and Physical Computing. I play with technology, exploring different possibilities directly on hardware and software.

I am also familiar with Asia (cultures, markets, trends, peoples...), I've already spent half year of my life in Seoul as an exchange student then I've spent another 6 months in Shanghai for training and working.

o education and qualifications

2009: L'École de Design Nantes Atlantique (Nantes, France). Five Year Master's Degree in Interaction Design specialized in TUI (Tangible User Interfaces). Graduated with Magna Cum Laude

2007: Spent one semester as an exchange student at the International School for Advanced Studies (Seoul, South Korea)

2004: Scientific Baccalauréat ('A' levels: equivalent to High School Diploma)

o experience

2009: Currently Freelancer at LEGO System A/S (Billund, Denmark) since September 2009

In charge of the conception and the design of rapid prototyping.

Freelance at The Thingz (Shanghai, China) for 2 months

Interaction Design for Retail Spaces and Event Installations.

Interaction Designer at Mojo Interactive Spaces (Shanghai, China) for 2 months

Conceptualized, designed, and constructed retail spaces, interactive spaces, interactive experiences and event installations for NBA, Teenie Weenie and Art in Capitals, a Spanish Contemporary Art Gallery in Shanghai.

Trained at Asentio Design (Shanghai, China) for 4 months

Asentio Design focuses on delivering personal experiences through digital products and services to global clients. There, I got experience doing Interaction Design work for internal purposes as well as for clients, such as Absolut Vodka. I supported the UI team by developing interactive software/hardware applications.

2007: Created an interactive design for an innovative software which facilitates the communication in the chain of video game development by using a single graphic interface (SEISM)

2006: Trained at a Multimedia Design agency for 2 months: Multipass (Angers, France)

Designed, updated, and maintained visual identities, print design layouts, brochures, newsletters, ads, and web interfaces.

o skills

R&D, Rapid prototyping, New kinds of Interactions/Interactive content: Interaction Design, Interactive Spaces, Tangible User Interfaces, Augmented Reality, Graphical User Interfaces, Sound Design/User Interactions using Sound

Software: Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, After Effects, InDesign, Flash), Autodesk 3ds max, Processing, Arduino and excellent ability in 3DVIA Virtools

Others: Microsoft Office, audio editing, video production and digital photography

Operating system: Mac OS and Windows

Languages: French (mother tongue), proficient in English, TOEIC certification (825/990), excellent communication skill and reading ability

o recommendation

«As a recommendation I would simply say that Nicolas Guyon is one of the best students I ever had. He was seriously involved in all interaction projects he worked on, from conception to development regarding to his strong technical abilities (Web / AScript / Proce55ing / Virtools...) Moreover, he went on developing by his own special skills in the field of Augmented Reality. Nicolas is volunteer, has a good synthetic mind and is very reliable. He is a very good communicator who integrates without any problem in teams. It was sincerely a great pleasure to work with him.»

Grégoire Cliquet, taught Nicolas at L'École de design Nantes Atlantique on <http://www.linkedin.com/>

o honors and awards

2009: Shared Space (my thesis project) selected and presented at «That's Design» (Milano, Italy)

2008: Prize for Innovation@3D3 international competition (Paris, France) with AWI (Audio Wave Interaction, a real time VJ application developed with Frantz Lasorne) and a couple of dates at Lieu Unique (Nantes, France)
FING, 2e Carrefour des Possibles in Pays de la Loire (Nantes, France)

2007: Participated in the International Virtual Reality Conference «Laval Virtual» (Laval, France) and exhibited at the Scopitone electronic art and music festival for the installation Xplorer (Nantes, France)

o interests

Design in general, Electronic Art, New Technology, Innovation, Physical Computing, User Experience, Traveling, Cooking, Asia, Electronic Music and Vjing

o references

Grégoire Cliquet, Interaction Design Projects Coordinator
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David Williams PhD, Founder and Concept Creator
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Mikkel Holm Jensen, Concept Designer
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