



ANTOINE AIRAULT

Product Designer UX/UI, Interactive Designer



Rennes

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Antoine-Airault

COMPETENCES



Product design UX/UI
(Web, WebApp, Software)



Art Direction, Project management
(Digital & Print Branding, Video-Game)



Motion & Interactive design
(2D & 3D Animation)

TOOLS / SKILLS

Adobe Creative Suite

Figma - UI Kit & Interactive Prototype

UX, Accessibility and eco-design

Design System

Collaborative & Wiki tools

Motion Design & Animation skills

3D Modeling

English speaking

Lead, Collaboration & Adaptation

Strong synthetizing skills

EXPERIENCES (+10 years)

UX/UI Designer, Digital Art Director 2011 - 2023

Web Hub - OPTAVIS (Cesson-Sévigné)

Ecommerce Website - Divine (Luxury)

UX/UI consulting, UI Kits & Prototypes

Website - LaColok (Showcase)

Creative Lead, UX/UI consulting, Hand draw icon set

And many more... NeoTech + Thierry Bouvier + LeMy...

Developpement Hub - OPTAVIS (Cesson-Sévigné)

SAAS Application - Opta-link (HR management)

UX/UI Lead, UI Kits & Prototypes (Dark mode...), Documentation website

Consulting Agency - The New One (Nantes)

Website - The New One (Marketing)

Creative Lead, UX/UI consulting, Interactive design

Website - Neolithe (Industry)

Creative Lead, UX/UI consulting, Interactive & Motion design

Motion & Interactive Designer 2010

E-learning applications : entreprise security

FICTIS PRÉVENTION, Angers

Web & Interactive Designer 2010

Web & Motion Design : Flash website & banners, newsletters

KALIXO, Rennes

Graphic Designer 2007 - 2010

Magasines, flyers

GROUPE BRIONNE, Châtellerault

Creative lead, Co-Autor 2023 - ...

Twin's Valley - Narrative Video Game

Bien-Fait! Studio

INITIALS CERTIFICATIONS

Certification Infographiste Multimédia

Niveau III, Châtellerault

2009-2010

Certification Infographiste Metteur en page

Niveau VI, Bourges

2007-2008

INTERESTS

Collectif Indie Collective - Jeux Vidéo Indé / GameJam

Revue La Vilaine Collective - Comics / Drawn Stories