

Justine Lebègue

UX/UI designer

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PROFESSIONAL EXPERIENCE

2017

UX/UI designer at EON Reality - Laval, France (2 years and 10 months)

Serious game applications for augmented and virtual reality

2016

Intern at Lluna Studio - Glasgow, United Kingdom (3 months)

Creation of 2D plans, modeling and rendering of interiors

2015

Intern at My Mini Factory - London, United Kingdom (2 months)

Photogrammetry of sculptures in Europe

EDUCATION

2016

Master of Digital Arts - Valenciennes, France

Photography, video, 3D, programming, scenography and webdesign

2014

Fine Arts Degree - Valenciennes, France

Painting, photography, video, 3D

2011

Bachelor Degree - Maubeuge, France

Accounting, Grade B

SKILLS

Suite Adobe, Sketch, Principle

Unity, Unreal Engine, HTML/CSS

LANGUAGES

English : BULATS B2 (70/100)

Spanish : Academic knowledge