Maxime Castelli

Creative Technologist /
Interaction Designer
26 ans

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France

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Cursus

Bachelor of Arts HES-SO in
visual communication major in
Media & Interaction Design, at
the Ecole Cantonale d'Art de
Lausanne, (ECAL) with honnors —
2015

Diplôme Certifié de niveau III de
Graphiste Multimedia à l'Ecole
Superieure des Arts Numeriques
Appliqués, Paris — 2010

Baccalaureat STI Arts Appliqués
with honnors in Saint Joseph,
Avignon — 2008

Skills

Excellent knowledge of desktop
publishing softwares such as
Photoshop, InDesign,
Illustrator, Flash, After
Effects, Premiere Pro,
Dreamweaver, Cinema4D.

Good knowledge in web programmi-
ng languages (html, css, ja-
vascript, php). Good basics of
Node.js

Good programming skills on
Processing, Arduino, Open-
Frameworks.

Good electronics basics
(with Arduino).

Basics of Python, C++, Java,
Objective-C.

Experience

2015-2016 (on going)
Nelson
   Développement, communication and production of my diploma
   project «Nelson».
   Using Arduino, ESP8266, Openframeworks.
Paris

2013-2014 - Internship (6 months)
   Assistant at Yuri Suzuki's et Dentaku.

Garden of Russolo
   Logistic, installation and setting up of the exhibit at the
   Victoria and Albert Museum (V&A).
Untitled Project
   Researches, conception, design, and prototyping of an
   installation in a competition for Duracell.
   3D modelling and 3D renders, prototype model.
Untitled Project
   Researches, conception, design, and prototyping of a connected
   installation. Using BERG-Cloud plateform, Arduino and
   mechanical conception.
   3D modelling and rendering, prototyping fonctioning model.
Pyramidi
   Conception and design of musical instrument for Will.I.Am in
   the context of an exhibition at the Barbican.
   3D modelling and rendering, setup simulation in 3D.
   Collaboration with engineers working on the technical part.
Workshops «Super Mario Train»
   Realization of educational support for workshops at IDEO at the
   Camberwell College of Arts.
   Using d'Arduino and electronics.
Ototo
   Help on the devellopement and the communication of the project.
   Helping and animationg on workshops.
   Helping the setup of a Kickstarter campaign.
Tube Map Radio
   Researches, conception, design, and prototyping of a packaging
   for Yuri Suzuki's «Tube Map Radio».
Londres

2012
   fabric|ch

Helping on the project «Heterochronie» with fabric|ch.
   Helping the production, setting up of the Lausanne based
   architectural studio fabric|ch's installation.
   Host visitors, project presentation and maintenance of the
   installation during the festival duration.
Festival de la Cité - Lausanne

2009 - Internship (3 months)
   laposte.net

Graphic designer - Webdesigner - UX
   Creation of banners, animations, mock-ups for laposte.net's
   portal.
   Creation of icons, pictograms and design of a tutorial host
   screen for the webmail service.
Paris