Hi my name is Gabriel Martzloff, I'm an Interaction designer and Creative developer building Virtual and Augmented Reality experiences

Work experience

INTERACTION DESIGNER & DEVELOPER

Neutral Digital, UK / Jun 2016 - Present

Design and development of VR/AR experiences from Storyboard & Prototypes to finished product

3D ARTIST

Alkemi Games, FR / Aug 2015 - Sept 2015

Production of game-ready assets based on concept arts

UI/UX DESIGNER

Brooklyn United, US / Sept 2014 - Jan 2015

Graphic identity, app UI & UX Design Use of strong design methodology

UI DESIGNER / FRONT-END DEVELOPER

Les Polypodes, FR / Aug 2013 - Oct 2013

Web Design, integration and animation for public organisations and retail companies

Education

IMMERSIVE UX DESIGN MASTER DEGREE

Readi Design Lab École de design Nantes Atlantique Sept 2014 - Nov 2016

UX Design & Prototype for VR / AR and other immersive technologies

VIRTUAL AND INNOVATION ENGINEERING MASTER DEGREE

École Nationale Supérieure d'Arts et Métiers Jan 2015 - Sept 2016

Dual degree focused on innovative technologies engineering

INTERACTION DESIGN BACHELOR DEGREE

École de design Nantes Atlantique Sept 2011 - Jun 2014

Interface, User Experience & Service Design Prototyping Web

Design process

A diverse skill set for a fast and iterative prototyping

DESIGN

Define concepts and build user flows from observation and research

PROTOTYPE

Experiment and assess designs, interactions and behaviours

ITERATE

Test and collect feeback to improve over new iterations

Toolbox

3 D

Modeling (3DS Max) Sculpting (Zbrush) VR Mockup (Tilt Brush) Technical Art (UE4)

2 D

Concept Sketching Storyboarding Adobe Suite (PS, AI, AE) Calligraphy & Lettering

PROGRAMMING

C# (Unity) Blueprint (UE4) HTML/CSS JS (Node , Angular)

SOFT SKILLS

French (Native Speaker)
English (Fluent / TOEIC 910)
Research & Benchmarking
Teamwork

Contact

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