

Yves Sepulchre
YS - WWW.AOITSUKI.ORG

Male
Born on September 7th, 1985
French Nationality



ys@aoitsuki.org
+33 6 84 19 59 05
Driving licence holder

Education&Qualifications

FROM CLASSICAL HIGHSCHOOL TO DESIGN SPIRIT

- 2007 - 2008: 5th and Final year working towards a double diploma :
Master II in Interactive Design - "L'Ecole de Design de Nantes Atlantique" (EDNA)
Master II in Business Administration - "IAE" Nantes Faculty
- 2006 - 2007: 6 months university exchange in the Digital Media Design Section
"International Design School for Advanced Studies" (IDAS) - Seoul, South Korea
- 2003 - 2007: Studying Hypermedia Design - Creativity, Project Methodology, Knowledge management,...
"L'Ecole de Design de Nantes Atlantique" (EDNA)
- 2003: 'A' levels in Mathematics and Physics
Lycée Notre Dame, 72 000, Le Mans

Skills&Abilities&Spirit

TOOLS DEDICATED TO CREATIVITY

- 2D Graphics : Adobe Photoshop, Illustrator
3D Graphics : 3DS Max : - LP Modelisation | Texturing | Skinning | Animation
Vray Rendering
Webdesign : Flash, Dreamwaver
Motion Video : Adobe Première (Adobe After Effects)
Others : Microsoft Office, Word, Excel, Adobe Acrobat
- Programming :
HTML, XHTML, CSS (PHP, SQL)
- Operating Systems :
Using, tweaking Microsoft Windows & Mac OS
- Languages : English : Excellent working knowledge
French : Native language
Japanese, Korean : A few words, but longing to learn during the incoming years
- Spirit : Creative, Open minded, Curious, Sensitive, Passionate, Dreamer
Organized, Rigorous, Exacting

Work Experience

PUT MY SKILLS ON THE FIELD

- 2008 : Training period for 4 months in Carré Noir (Publicis Design) : Work as a 2D - 3D graphic designer for brands communication and design
- 2007 : Scopitone 2007 : Interactive installation "Drôle de Planète": Modeling & Texturing, Design, in collaboration with L16
- 2007 : Summer job in Axa Banque : Logotypes and graphic design for intern communication
- 2006 : Video Game project : Dusk of Fairies adapted in Laval in the "SAS Cube", an immersive space of virtual reality
- 2005 : Training period for 2 months in Neko Entertainment :
Modeling & Texturing monsters for the video game Heracles - Battle with the Gods on PS2
Level Artworks

Interests&Passions

MAYBE THE MAGICS WHICH LEAD ME HERE

Computer graphics, Drawing, 3D
Video game : Game design | Concept Design | New ways of playing | Role playing game | Immersive universes
New Technologies : New ways of using objects, possibilities brought by wireless technologies,...
Asian culture (more particularly Japanese and Korean ones), from history to present time.
Mythologies (especially Asian and Scandinavian ones)
Music, which makes my spirit wander and gives me inspiration
Landscapes, Nature, Travels, Escape, Dreams, Imagination, Wander, Magic, Passion...