

# Nicolas Vergnaud

124 Willis Street, Wellington 6011, New Zealand  
Mob: 028 417 6366 | E-mail: [nicovernio@gmail.com](mailto:nicovernio@gmail.com)

## CAREER OBJECTIVE

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I want to use my programming, construction and artistic skills to give life to all things imaginary, by creating devices, systems or tools to do so. I have experience in design, illustration, animation, programming, engineering, construction and modelling, using CGI, CNC or traditional techniques. I would really value a job which could satisfy both my creative curiosity and rightfully exploit the full range of my technical skills.

## EDUCATION and QUALIFICATIONS

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<b>Bachelor of Computer Science (Hons)</b> – Cloud Services, Vision, 3D Design and VR/AR RMIT University, Melbourne VIC	2015 - 2017
<b>Bachelor of Information Technology</b> – 3D, Games, Graphics and Digital Media. RMIT University, Melbourne VIC - GPA: 3.9/4 (High Distinction)	2011 - 2015
<b>Adv. Diploma of Computer System Engineering</b> – Network & Hardware, Electrical RMIT University, Melbourne VIC - GPA: 3.8/4 (High Distinction)	2009 – 2011
<b>Web and Multimedia</b> – HTML, CSS, Dreamweaver, Fireworks, Flash Gobelins, l'école de l'image, Paris, France	2002
<b>3D Design and Animation</b> – 3DS MAX 2.5 CIFAP, Paris, France	1999
<b>Animation Production Techniques Certification</b> – Storyboard & Layout Gobelins, l'école de l'image, Paris, France	1995 - 1996
<b>Advanced Diploma of Design</b> – Visual Communication Spaces and Volumes Lycee Marie-Curie, Marseille, France	1991 - 1993
<b>Diploma of Applied Art</b> – Interior Design, Fine Art and Technical Drawing Lycée Marie-Curie, Marseille, France	1988 - 1991

## PROFESSIONAL EXPERIENCE

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<b>Teacher</b>	<b>RMIT</b> - Melbourne VIC	2017
<ul style="list-style-type: none"><li>• Tutoring for the Cloud Computing subject.</li><li>• Supervision of app development using extensively varied techniques and tools.</li><li>• Direction and management of many teams of students.</li><li>• Promotion of creativity and support of planning for successful development.</li></ul>		
<b>Software Engineer</b>	<b>AICAUSE</b> - Melbourne VIC	2014-2015
<ul style="list-style-type: none"><li>• Creation of an "air" remote control system using Leap-Motion device.</li><li>• Interaction with ABB Industrial robot arm through cloud portal.</li></ul>		

<b>Software Engineer</b>	<b>Freelance</b> - Melbourne VIC	2014
<ul style="list-style-type: none"> <li>• Software design for final year student project exhibition.</li> <li>• Creation of interactive, sensor based street lighting system software.</li> </ul>		
<b>Graphic Designer</b>	<b>Studio 1</b> - Melbourne VIC	2005-2010
<ul style="list-style-type: none"> <li>• Developed and created artwork, stories, and presentation boards.</li> <li>• Developed packaging design and mock-up prototypes.</li> </ul>		
<b>CAD Designer</b>	<b>Target Pty Ltd</b> - Geelong VIC	2003 - 2005
<ul style="list-style-type: none"> <li>• Delivered content relating to men's wear, children's wear and toys.</li> <li>• Liaised with menswear buying office, and produced trend forecasting.</li> <li>• Researched and developed concepts through attendance at travel fairs.</li> </ul>		
<b>Character &amp; Location Designer</b>	<b>Marathon Media Group</b> - Paris	1999 - 2002
<ul style="list-style-type: none"> <li>• Created and cleaned character concept of original animated series.</li> <li>• Core team member for location background and character design.</li> <li>• Acted as a Production Assistant for Bible creation.</li> <li>• Liaised with third-party providers to ensure compliance with merchandising rules.</li> <li>• Created secondary characters for pilot episode for two series.</li> <li>• Illustrated concept development posters for production office sales.</li> </ul>		
<b>Storyboarder</b>	<b>Je Suis Bien Content Production</b> - Paris	2000
<ul style="list-style-type: none"> <li>• Created storyboard for short TV advertisement.</li> </ul>		
<b>Illustrator &amp; Graphic Designer</b>	<b>Barejo Production</b> - Paris	1999 - 2000
<ul style="list-style-type: none"> <li>• Created coloured illustration grade storyboard for advertising reel.</li> <li>• Researched concept and illustrated final advertising bidding proposal poster.</li> </ul>		
<b>Location Designer</b>	<b>Saban International</b> - Paris	1998 - 1999
<ul style="list-style-type: none"> <li>• Developed storyboard based on research and references of world site attractions.</li> <li>• Adapted animated series locations for each episode using line style illustration.</li> </ul>		
<b>Layout Team Member</b>	<b>Le Studio Ellipse (CANAL+)</b> - Paris	1996 - 1998
<ul style="list-style-type: none"> <li>• Worked on layout for multiple animated series production.</li> <li>• Created character key frames, screen size background and sfx.</li> </ul>		

## REFEREES

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Dr Liz Cham – Associate Fellow UTS Business School  
 Institute of Postcolonial Studies, North Melbourne  
 Tel: +61 (03) 9329 1696 | Mob: +61 (04) 06 450 725  
 Email: [elizabeth.cham@uts.edu.au](mailto:elizabeth.cham@uts.edu.au)

Dr Ian Peake – Laboratory Manager (VXLab)  
 RMIT – Science, Engineering and Health, Melbourne  
 Tel: +61 (03) 9925 0451 | Mob: +61 (04) 15 057 300  
 Email: [ian.peake@rmit.edu.au](mailto:ian.peake@rmit.edu.au)

Associate Professor Ibrahim Khalil  
 RMIT – Computer Science and Information Technology  
 Tel: +61 (03) 9925 2879  
 E-mail: [ibrahim.khalil@rmit.edu.au](mailto:ibrahim.khalil@rmit.edu.au)