

# Nicolas Vergnaud

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## CAREER OBJECTIVE

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As an aspiring computer system engineer, I am looking to integrate my production and IT skills to support the development of attractive, efficient and user-friendly tools and applications. I bring well developed technical competencies and execute briefs meticulously with a creative edge. I love maintaining systems, organising networks and I always have a can-do approach to my work. I am honest, persistent, versatile and always willing to learn and update my skills.

## EDUCATION and QUALIFICATIONS

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**Bachelor of Computer Science (Hons)** – Cloud Services, Vision, 3D Design and VR/AR 2015 - 2017  
RMIT University, Melbourne VIC

**Bachelor of Information Technology** – 3D, Games, Graphics and Digital Media. 2011 - 2015  
RMIT University, Melbourne VIC - GPA: 3.9/4 (High Distinction)

**Adv. Diploma of Computer System Engineering** – Network & Hardware, Electrical 2009 – 2011  
RMIT University, Melbourne VIC - GPA: 3.8/4 (High Distinction)

**Web and Multimedia** – HTML, CSS, Dreamweaver, Fireworks, Flash 2002  
Gobelins, l'école de l'image, Paris, France

**3D Design and Animation** – 3DS MAX 2.5 1999  
CIFAP, Paris, France

**Animation Production Techniques Certification** – Storyboard & Layout 1995 - 1996  
Gobelins, l'école de l'image, Paris, France

**Advanced Diploma of Design** – Visual Communication Spaces and Volumes 1991 - 1993  
Lycee Marie-Curie, Marseille, France

**Diploma of Applied Art** – Interior Design, Fine Art and Technical Drawing 1988 - 1991  
Lycée Marie-Curie, Marseille, France

## PROFESSIONAL EXPERIENCE

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**Teaching** RMIT - Melbourne VIC 2017

- Tutoring for the Cloud Computing subject.
- Supervision of app development using extensively varied techniques and tools.
- Direction and management of many teams of students.
- Promotion of creativity and support of planning for successful development.

**Software Engineering** AICAUSE - Melbourne VIC 2014-2015

- Creation of an "air" remote control system using Leap-Motion device.
- Interaction with ABB Industrial robot arm through cloud portal.

<b>Software Engineering</b>	<b>Freelance - Melbourne VIC</b>	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 - Melbourne VIC</b>	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>Graphic Designer</b>	<b>Target Pty Ltd - Geelong VIC</b>	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 - Paris</b>	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 - Paris</b>	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 - Paris</b>	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 - Paris</b>	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+) - Paris</b>	1996 - 1997
<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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Associate Professor Ibrahim Khalil  
RMIT – Computer Science and Information Technology  
Tel: +61 (03) 9925 2879  
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