

MONTBLANC Senior designer writing instrument - Head of High Artistry - France (2022 - Today)

Creation & development

Design of products ranges, in conjunction with the marketing and technical teams.
Responsibility to execute ideas into full cycle of designing : sketch through to technical illustrations, including products presentations and mood-boards
Aesthetic development and follow-up of new products.
Collaboration with internal and external workshops, taking into account the constraints of cost, deadlines, quantities and technical feasibility.

Visual identity

Visual identity for each brief including:
- Fine stationery
- Visual merchandising design
- Social media communication
- Leather goods design

CHANEL Watch designer & Head of products visuals - France (2014 - 2022)

Creation

Inspirations researches : colours, materials, manufacturing process...
Conceptual researches : Haute Horlogerie, core business pieces, exceptional objects and jewelry pieces.
Hand drawing - Computer drawing (2D et 3D).
Sculpture modeling - Plastiline & green wax.
Pre-development phase : functional drawing (DXF).
Haute Horlogerie movement design:
Première Camélia squelette awarded at the 2017 GPHG.
Boy-friend squelette awarded at the 2018 GPHG.

Development

Working in close collaboration with the technical teams:
Support new products development.
Follow-up of the prototype design.
Validating functional prototypes.

Visual identity

In charge of packshot photography:

Coordination of external provider (Photographers and 3D Renders).
Creation of new visual identity.
Photographers briefing, according to the specificities of each project.
Post-production monitoring and validation.
Personal shooting (creative orientation, light shaping, post-production).

TAG Heuer Watch designer - Switzerland (2012 - 2014)

Creation

Inspirations researches : colours, materials, manufacturing process...
Conceptual researches : Haute Horlogerie, mainstream pieces, exceptional pieces.
Hand drawing - Computer drawing (2D et 3D).
Pre-development phase : functional drawing (DXF).

Development

Working in close collaboration with the technical teams:
Support new products development.
Follow-up of the prototype design.

**Bell&Ross Watch designer - France
(2011 - 8 months internship)**

Mainstream products animation.

Hand drawing - Computer drawing (2D et 3D).

Pre-development phase : functional drawing (DXF).

2008 - 2011 **MASTER Product design management**
Institut Supérieur de Design - France

2006 - 2008 **HND Product design**
Ecole de Condé Lyon - France

2005 **High school degree** - mechanical section