



www.FRANTZ-XX.com

Frantz LASORNE
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Date of birth: November 02, 1985
Single
Nationality: French
Driver's licence since 2006

XX SUMMARY

My name is Frantz Lasorne, I am an Interaction Designer, I specialize in the design and creation of unique Interactive Experiences including tangible user interfaces, augmented reality, 3D real time environments, interactive spaces, interactive installations and physical computing. I play with new technologies to develop ever more innovative applications for users of tomorrow.

XX EDUCATION AND QUALIFICATIONS

- 2004-2009 • Presence & innovation lab, ENSAM (Angers-Laval, France), Arts & Métier Paris tech. Final year Master's research Degree in Virtual & Innovation engineering.
 - L'École de Design Nantes Atlantique (Nantes, France). Five Year Master's Degree in Interaction Design.
- 2007 • 4-month exchange with an University abroad at the Hogeschool Rotterdam (Interaction Design).
- 2004 • Baccalaureat in technical sciences of the tertiary sector ('A' levels: equivalent to High School Diploma).

XX EXPERIENCE

January 2010 to July 2010

6 month contract at UBISOFT World Studios within the headquarter R&D department: GEEA (gameplay engineering entertainment analysis). In charge of the Interaction Design and gameplay researches for upcoming interactive games interfaces.

October 2009 - Public exhibition

Exhibited my final thesis project «SCOPE» during DCEXPO 09 « Digital Content Expo » (Tokyo, Miraikan: National Museum of Emerging Science and innovation) within Content Technology Exhibits (ConTEX) 2009. (www.dcxpo.jp)

September 2009 - Public exhibition

Exhibited my final thesis project « SCOPE » during « Paris game festival 09» in the Studios & independants section.

From August 2009 to November 2009 - Internship period

Three month internship period at UBISOFT World Studios in the R&D department GEEA: gameplay engineering and entertainment analysis (Montreuil, Paris). In charge of Integrating new technologies to create innovative video game playing experiences concepts.

August 2009 - Public exhibition

Exhibited my final thesis project « SCOPE » during the prestigious exhibition « SIGGRAPH 2009 » (New Orleans) about computer graphics and interactive techniques in the «Emerging technologies» section. (www.siggraph.org/s2009)

From Mai 2009 to August 2009 - Internship period

Three month internship period at LEGO System A/S in the R&D department (Billund, Denmark). In charge of Integrating new technologies to create innovative playing experiences concepts.

April 2009 - Competition & public exhibition

Participation in « Laval Virtual 2009 » the International Virtual Reality meeting in France:
Exhibited my final thesis project: 'SCOPE' and receive two international awards from SIGGRAPH and IVRC committee members.

From January, 2009 - Client demand

Production with N. Guyon of a video clip for a music artist « COLLEGE » (www.myspace.com/collegeoflove).


From October 2008 to January 2009 - Competition & public exhibition

Prize for Innovation@3D3 international competition with AWI (Audio Wave Interaction, a real time VJ application)
Couple of dates accompanying DJs with AWI at Lieu Unique (Nantes)
Presentation of our VJ application AWI during the conference «Carrefour des Possibles» (www.carrefourdespossibles.org).


From June, 2006 to September, 2006 - Internship period

In charge of the users interfaces in R&D (ergonomics reflexion, graphic design, and joint work with a programmer) of the « Flexible Routing & Charging » solution by Alcatel CIT, Orvault, France. Produced a complete web interface for an international ALCATEL service, commercialized.

XX AWARDS

 SCOPE project:
SIGGRAPH award won at «Laval Virtual 2009» for the «Emerging Technologies» category.

 SCOPE project:
IVRC (International Virtual Reality Contest) award won at «Laval Virtual 2009».











 AWI project:
Innovation award won at the the prestigious «3D3» (International Competition) in 2008 at «Le Cube» (Paris).

XX SKILLS

R&D, Rapid prototyping, New kinds of Interactions/Interactive content: Interaction Design, Interactive Spaces, Tangible User Interfaces, Augmented Reality, Graphical User Interfaces, User Interactions using Sound.

[Softwares]


Adobe Creative Suite:

-  Photoshop (illustration & photo retouching)
-  Illustrator (vector illustration)
-  Flash (animation & programming)
-  Director (programming)
-  In Design (layouts creation)
-  Premiere Pro (video editing & export)
-  After Effects (post production)
-  Audition (sound editing, retouching & export)
-  Encore DVD (interactive menu creation)
-  Dreamweaver (website production)

Autodesk:

 3D Studio Max (3D modeling, texturing, rigging, animating)

Dassault Systèmes:

 Virtools (programming 3D real time applications)

[Programming]

Strong knowledge in programming generally

- Virtools scene graph: excellent ability
- Flash ActionScript 2
- Director Lingo
- Processing
- HTML/XHTML/CSS

[Operating systems]

- PC & Mac.

[languages]

- French: mother tongue
- English: good level, TOEIC certification, blue level (score = 755)

XX INTERESTS

• Design, Art, hand-made graphism, computer graphics & new technologies, electric and classical guitar, skateboarding, surfing, snowboarding, travelling.

XX REFERENCES

Grégoire Cliquet, Interaction Design projects coordinator at « L'École de Design Nantes Atlantiques »:
• g.cliquet@lecolededesign.com

“Frantz has always been a serious and autonomous student. During his Internship (end of his 2nd year), he took in charge a part of users interfaces in R&D in Alsthom. Then he showed a real interest in Virtual Reality & Augmented Reality and went on setting up strong applications as games or AWI and recently Scope that brings him the opportunity to show his work in IVRC and Siggraph. Frantz has very good skills in visual programming that allows him to make real all his ideas and concepts. To conclude, I can say that it was, and it's still a real pleasure to work with him, and I'm sincerely happy to go on talking and experimenting with him about future AR applications.”
Via www.linkedin.com/in/frantzasorne