

My name is Quentin Le Garrec, I was born in 1995, I am a junior Art director and multimedia Graphic designer.

Schooling:

2017-2019, Higher National Diploma in Applied Arts, Graphic Design and Multimedia Narration, obtained with honorable mentions from the jury.

2015-2017, High National Diploma in Graphic Design, digital media.

2014-2015, Foundation year in Applied Arts.

2013-2014, First year of a Bachelor degree in Philosophy.

2012-2013, A Level diploma in Economic and social sciences.

Professional experiences:

2018-2019, Freelance graphic design, I worked with Funny Bones on the social media communication of J.M Weston.

2018, 4-months internship at FunnyBones, Paris.

2016, 3-months internship at Studio.gd, Paris.

Partnerships and workshops:

2019, Processing Workshop with Christophe Lemaître.

2018, Exposition of an augmented book at Galerie Simple, Paris.

2018, Unity Workshop with Ferdinand Dervieux.

2018, Partnership with the Louis Vuitton Foundation, création of an augmented reality app.

2017, Illustration Workshop with the artist Crushiform, creation of an illustrated web-app for National Geographic (fictitious project)

2016, Illustration and animation Workshop with Louis Rigaud et Annouck Boisrobert, digitalization of an illustrated book.

Skills:

After Effects, Illustrator, Photoshop, InDesign, Bridge, Premiere pro, Animate (beginner), FinalCut, Ableton Live (sound design), Blender (notions), HTML5, CSS3, Javascript (beginner), JQuery (beginner), Processing (beginner), Unity (beginner)...

I have an holistic approach of design, I adapt my skills depending on the needs of every project and I love to learn new skills and softwares with more experimented people. I'm a curious person and I am interested by a lot of fields other than graphic design: literature, philosophy, music, cinema, illustration, animation, photography, psychology...

If you are interested by my profile and want to have a better idea of who you are dealing with, I would be glad to have a talk. :)