

A R M A N D

B I T E A U

CREATIVE TECHNOLOGIST
PROTOTYPER

PROFILE

French Creative Engineer.

Passionate about art and innovation, I spend my days crafting interactive experiences, including creative concept, design, and final build.

Serious and enthusiastic, my open-mindedness and my reactivity gave me the ability to learn new tools and concepts quickly while working independently or in a team environment.

CONTACT

(+44) 7835 24 94 04

hello@armandbiteau.com

www.armandbiteau.com

   /armandbiteau

SKILLS

HTML5 (web standards, APIs)
CSS3 (less / sass / cssModules)
JavaScript (ES6) / TypeScript
React.js / Vue.js / Angular.js
Webpack
WebGL (Three / Pixi) + GLSL
Node.js (sockets / webhooks)
Python

Amazon services (S3, EC2, CloudFront)

Google services (APIs, AppEngine)

Bases of:

PHP / SQL / C++ / Objective-c

INTERESTS

Virtual / Augmented reality
Data visualization
Video Mapping
Photography
Hand Lettering
Running
Holder of an aeronautics patent

EXPERIENCE

CREATIVE TECHNOLOGIST / PROTOTYPER - MediaMonks

- London - From 2016

Digital production for brands – **Concept + development**.
Prototypes, installations, websites, apps.

INTERACTIVE / CREATIVE DEVELOPER - Grouek

- Paris - Jun. to Sep. 2015

Development of interactive experiences, focused on **animations** and **WebGL**.

GRAPHIC ARTIST / WEBDESIGNER - Askom Virtual Assistants

- Rennes - Apr. to Jun. 2013

Print and Web based illustrations.

GRAPHIC ARTIST / WEBDESIGNER - Cagnoli créations

- Alençon - Feb. 2012

Print and Web based illustrations.

EDUCATION

IMAC ENGINEERING (Computer Sciences)

- Paris - 2013 to 2016

Design, web development, as well as **video games** programming.

DUT SRC (Communication and digital development)

- Angoulême - 2011 to 2013

Graphic design, web design, **programming** and communication.

FRENCH - SCIENTIFIC - BACCALAURÉAT (european)

- La Roche s/ Yon - 2011

Engineering Sciences – european section. Graduated with **honors**.

FEATURED PROJECTS

CHROME OS & BROWSER CHALLENGE - Google Enterprise

Two – web based – interactive installations in New York. Learn about **Chrome Browser** and **Chrome OS**, find solutions to IT challenges, and top the leaderboard.

MEMORY LANE - Cadbury

Real-time 360° video rendering, embedding visitors' personal photos in a dynamic VR experience.
Creation of the original prototype in **Python** (server + Nuke scripts), and support during the final build.

SECONDSENSE - Personal project

Virtual reality game written in **JavaScript**.

Real-time multiplayer mode with **Node.js** (Socket.io) and the Facebook SDK. Back-End based on SlimPHP as a **REST-API**. Last but not least, the game design is developed using **Three.js**.

SHUTTLEOFX - Personal project

Platform dedicated to the **OpenFX** community, offering documentation and live image rendering. Services oriented structure in **Python** (client/catalog/analyzer/rendering engine).

 OSSPARIS2015 # TECH FIRST PRIZE + AUDIENCE AWARD

PROTOTYPES - Internal projects

As part of my Creative Technologist role, I have been given the opportunity to build prototypes for: **Chat bots**, server side rendering, 2D and 3D experiences, **webApps**, **data visualization**, and more..