

Hello, I'm Camille and I'm an interaction designer.

I love to start from scratch, trying to understand the needs and frustrations of the user. My goal is to provide effective experiences that go beyond what is expected. I feel more interested in the design of new interfaces and interactions on touchscreen, due to the bodily user engagement and its multi-purpose side.

In my projects, I always mix my graphical skills with my constant need to create natural & intuitive interactions. The couple technology-innovation fascinates me and I like to go further the touchscreen field and think of physical interfaces.

(+33)6 66 55 79 46

contact@camillemorizot.com

www.camillemorizot.com

— Skills

To conceptualize

benchmark . personas . wireframing
content navigation map . quick mockups
game design .

To get hands-on

quick prototyping (processing & arduino)
fablab . grid system . responsive template .

To convince

animated keynote . datavisualization . animatic
interactive mockups

— Work experiences

Self employer Designer

Since August 2012

Interaction design, UX/UI design, mobile design,
web design & motion design.

Gobelins project incubator

Sept 2012 . Dec 2012

To continuing the bachelor's project named Natum.
Gobelins School, Paris.

Official app for Demain Le Livre exhibit

Jan 2012 . Feb 2012

Designing the iPhone app and all communication
media - website, print, QR code - (team project)
Gobelins School, Paris.

Web Designer at Orange Village

Sept 2011 . July 2012

Sandwich course in Multimedia & Innovation hub,
designing graphical layouts and flash games.
During Gobelins School, Paris.

Internship in Visual Communication at Bluesponge, a creative agency

May 2010 . July 2010

As an assistant film maker and Flash designer.
Montreal.

— Education

2012 . 2014

Master of Arts in Media Design with distinction Very Good
Geneva University of Art and Design (HEAD-Genève)

2011 . 2012

Bachelor in Web & Mobile design with distinction
Gobelins School, Paris.

2009 . 2011

Technical Degree in Visual Communication and Multimedia
Estienne School, Paris.

2008 . 2009

Foundation year in Applied Arts
Estienne School, Paris.

before 2008

Scientific baccalaureat with distinction Excellent
Alain Colas College, Nevers, France.

— References

Di-Dah-Dit, interactive physical game.

Tutor : Nicolas Nova & Etienne Mineur

*Featured on Creative Application, NotCot,
ProHelvetica, TV5 Monde & DesignCot
Lift Conférence, 2015.*
CICG, Geneva.

Stress Load, interactive physical game.

Tutor : Douglas E. Stanley & Antonin Fourneau

Eniarof, The Digital Fairground 2014.
Tourcoing, France.

Become Captain, interactive physical game.

Tutor : Camille Scherrer

Game Gazer Exhibition, 2013.
Swissnex, San Francisco.
Design Days Geneva 2013.
Pavillon SICLI, Geneva.

Tistou, iPad app for children .

Tutor : Etienne Mineur, Annette Lenz & Nicolas Nova

Mobilisable 2013 - Experimental works for mobile screens -
Le labo de l'Édition, Paris.

Natum, multiplayer & multidevices game.

Tutor : Etienne A. Amato & Jean-Louis Boissier

Happy Cube Days 2012
Le Cube Numérique, Paris.