

# guyonicolas

Nicolas Guyon, Interaction Designer

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Date of birth: September 1st, 1986

Nationality: French

(International) driving license since 2004

## ○ summary

I specialize in the design and creation of unique Interactive Experiences including but not limited to Tangible User Interfaces, Augmented Reality, Interactive Spaces, Interactive Installations and Physical Computing. I play with technology, and explore different possibilities directly on hardware and software.

## ○ education and qualifications

2009: L'École de Design Nantes Atlantique (Nantes, France). Five Year Master's Degree in Interaction Design and TUI (Tangible User Interfaces)

2007: Spent one semester as an exchange student at the International School for Advanced Studies (Seoul, South Korea)

2004: Scientific Baccalauréat ('A' levels: equivalent to High School Diploma)

## ○ experience

Currently Interaction Design Consultant for LEGO System A/S (Billund, Denmark) since September 2009  
Design and prototype new play experiences that use LEGO bricks within the internal LEGO R&D department known as Concept Lab.

Co-Owner at Visionaries 777, <http://visionaries777.com/>

Visionaries 777 is the Interaction Design agency, founded by Frantz Lasorne and myself. Our mission is to Design and Create unique Interactive Experiences by placing emphasis on how users will Interact with the Systems.

2009: Freelance at The Thingz (Shanghai, China) for 2 months  
Interaction Design for Retail Spaces and Event Installations.

Interaction Designer at Mojo Interactive Spaces (Shanghai, China) for 2 months

Conceptualized, designed, and constructed retail spaces, interactive spaces, interactive experiences and event installations for NBA, Teenie Weenie and Art in Capitals, a Spanish Contemporary Art Gallery in Shanghai.

Trained at Asentio Design (Shanghai, China) for 4 months

Asentio Design focuses on delivering personal experiences through digital products and services to global clients. There, I got experience doing Interaction Design work for internal purposes as well as for clients, such as Absolut Vodka. I supported the UI team by developing interactive software/hardware applications.

2007: Created an interactive design for an innovative software which facilitates the communication in the chain of video game development by using a single graphic interface (SEISM)

2006: Trained at a multimedia design agency for 2 months: Multipass (Angers, France)

Designed, updated, and maintained visual identities, print design layouts, brochures, newsletters, ads, and web interfaces.

## o skills

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

Software: Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, After Effects, InDesign, Flash), Autodesk 3ds max, Processing, Arduino and excellent ability in 3DVIA Virtools

Others: Microsoft Office, audio editing, video production and digital photography

Operating system: Mac OS and Windows

Languages: French Native, full proficiency and professional in English, TOEIC certification (825/990)

## o recommendation

«As a recommendation I would simply say that Nicolas Guyon is one of the best students I ever had. He was seriously involved in all interaction projects he worked on, from conception to development regarding to his strong technical abilities (Web / AScript / Processing / Virtools...) Moreover, he went on developing by his own special skills in the field of Augmented Reality. Nicolas is volunteer, has a good synthetic mind and is very reliable. He is a very good communicator who integrates without any problem in teams. It was sincerely a great pleasure to work with him.»

Grégoire Cliquet, taught Nicolas at L'École de design Nantes Atlantique on <http://www.linkedin.com/>

## o honors and awards

2009: Shared Space (my thesis project) selected and presented at «That's Design» (Milano, Italy)

2008: Prize for Innovation@3D3 international competition (Paris, France) with AWI (Audio Wave Interaction, a real time VJ application developed with Frantz Lasorne) and a couple of dates at Lieu Unique (Nantes, France) FING, 2e Carrefour des Possibles in Pays de la Loire (Nantes, France)

2007: Participated in the International Virtual Reality Conference «Laval Virtual» (Laval, France) and exhibited at the Scopitone electronic art and music festival for the installation Xplorer (Nantes, France)

## o interests

Design in general, Electronic Art, New Technology, Innovation, Physical Computing, User Experience, Traveling, Cooking, Asia, Electronic Music

## o references

Grégoire Cliquet PhD, Interaction Design Projects Coordinator  
[g.cliquet@lecolededesign.com](mailto:g.cliquet@lecolededesign.com)

David Williams PhD, Founder and Concept Designer  
[david.williams@mojoispaces.com](mailto:david.williams@mojoispaces.com)

Mikkel Holm Jensen, Concept Designer  
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