

# GRASS NOLWENN

## PORTFOLIO



Currently in my final year of the IMAC engineering program (Image Multimedia Audiovisual Communication) at ESIEE Paris, France, I have recently completed my exchange semester at Jeonbuk National University in Jeonju, South Korea, where I studied engineering with a focus on computer science and artificial intelligence.

# ABOUT ME 🎀

Passionate about creativity and multimedia, I am Nolwenn GRASS, an IMAC engineering student in my final year at ESIEE Paris. Born on June 2, 2002, and originally from Nancy, I am curious and versatile, I specialize in video production, graphic design, motion design, and web development, with skills in audiovisual shooting and editing, UX/UI design, social media management, 3D modeling, 3D/2D animation, VFX, and video game design.

Beyond my professional expertise, I have a deep love for board games—both playing and creating my own! I also enjoy solving mysteries and puzzles, often through escape games that challenge teamwork and logical thinking. Additionally, I'm passionate about manhwas (reading and, inspired by them, writing and illustrating my own webtoons), cinema, music, drawing and photography. In my free time, I work on personal projects, frequently collaborating with my twin sister, Sara, especially in game design and interactive experiences.

My fascination with South Korea led me to study engineering (computer sciences and AI) abroad at Jeonbuk National University in Fall 2024. This experience enriched me both professionally and personally, strengthening my adaptability, independence, and international perspective.

As an ENFJ-A, I thrive in dynamic and collaborative environments, bringing enthusiasm, leadership, and a strong sense of initiative to every project. Creative, meticulous, and highly motivated, I am ready to take on new challenges. Let's create together! 🐼✨

🇫🇷 native

🇺🇸 professional

🇰🇷 conversational

🇩🇪 beginner





# MY JOURNEY

## EDUCATION



**CERTIFICATIONS:** TOEIC (Test of English for International Communication), PIX Certification (Digital Skills Assessment), **Google Certification** (Fundamentals of Digital Marketing)

2020~2022

My academic journey has been a fusion of art, technology, and cultural exploration. It all began with my time in **Preparatory Classes for French Grandes Écoles (CPGE) – Physics Chemistry Engineering Sciences**, where I laid the foundations for my engineering studies. I've always had a passion for the sciences, which naturally drew me to this rigorous, intellectually demanding path. During **CPGE**, I developed solid scientific skills and a methodical approach to problem-solving. This challenging environment allowed me to significantly improve my analytical abilities, providing me with a strong foundation in both practical and intellectual knowledge. However, while I was deeply engaged with the scientific side of my education, I felt that something was missing—the **artistic** side of me. I couldn't ignore my creative drive, so I found ways to express it within my studies. I started designing my scientific reports, creating visually engaging slide presentations to explain complex projects, and incorporating creative elements in my work. This allowed me to merge my love for the sciences with my passion for art, blending clear, structured scientific communication with visual aesthetics. This balance of rigor and creativity has shaped the way I approach all my future projects.

2022~2025

Driven by my passion for both technology and creativity, I chose to pursue a unique path at **ESIEE Paris**, where I enrolled in the **IMAC (Image Multimedia Audiovisual Communication)** engineering program. This program stands out for its rare combination of **arts, science, and programming**. It was the perfect fit for me, offering a diverse skill set that spans audiovisual production, design, and programming. The rigorous selection process, with only 30 students per year, meant that I was surrounded by talented peers, and together, we've had the chance to shape projects that push the boundaries of creativity and technology. Through this program, I've honed my ability to create complete, multidisciplinary projects—skills that are highly valued in today's fast-evolving digital world.

Fall 2024

One of the highlights of my academic journey was my **exchange semester (Engineering – Computer Sciences and AI) in Jeonju, South Korea at Jeonbuk National University**. This opportunity was a dream come true for me, as I've always been fascinated by South Korea's rich culture, history, traditional architecture, language, and values. The experience not only broadened my cultural understanding, but also strengthened my technical abilities and adaptability. I had the chance to immerse myself in a different academic environment, gain new perspectives, and improve my language skills—experiences that have shaped me both professionally and personally. This time abroad also enhanced my ability to collaborate with people from diverse backgrounds, a skill that will undoubtedly prove invaluable as I embark on my future career.

# CREATIVE TOOLBOX

## SKILLS



### AUDIOVISUAL & MOTION DESIGN



- ♡ Video Editing & Post-production
- ♡ 3D/2D Animation & Motion Design
- ♡ Videomaking & Shooting (Cinematography, Camera Work)
- ♡ Audio Editing (Sound Design, Voice-over Processing)
- ♡ VFX & Compositing (Special Effects Integration)

### OTHER SKILLS



- ♡ Illustration, Drawing & Concept Art
- ♡ 3D Modeling & Texturing
- ♡ Game Design & Board Game Creation
- ♡ Photography & Photo Editing
- ♡ Webtoon Creation

### GRAPHIC & UX/UI DESIGN



- ♡ Brand Identity & Editorial Design
- ♡ UX/UI Design & Prototyping
- ♡ Web & Interactive Design
- ♡ Typography & Layout Design

### DIGITAL & SOCIAL MEDIA



- ♡ Social Media Strategy & Content Creation
- ♡ Community Management & Engagement
- ♡ Digital Marketing
- ♡ SEO & Data Analytics Basics

🔧 MY FAVORITE TOOLS:                       



# BRING IDEAS TO LIFE

## EXPERIENCES

VIDEO & ANIMATION



3D & CODING



ILLUSTRATION & DESIGN



AUDIO & SOUND DESIGN



# 인영양반 (PRINCESS INYOUNG)

## OPENING SEQUENCE

Inspired by the traditional Korean paintings of *Shin Yunbok*, this opening sequence blends hand-drawn illustration and animation to introduce the fictional period drama *인영양반*. The project was influenced by an exhibition on Shin Yunbok's work at the Korean Cultural Center in Paris. In addition to creating the opening sequence, I also wrote the complete story for the project. The film's audio is entirely in Korean, reinforcing its cultural authenticity.

**Constraints:** Adapting Shin Yunbok's artistic style to fit a narrative structure, including elements he never painted—such as combat scenes—while ensuring a cohesive visual identity.

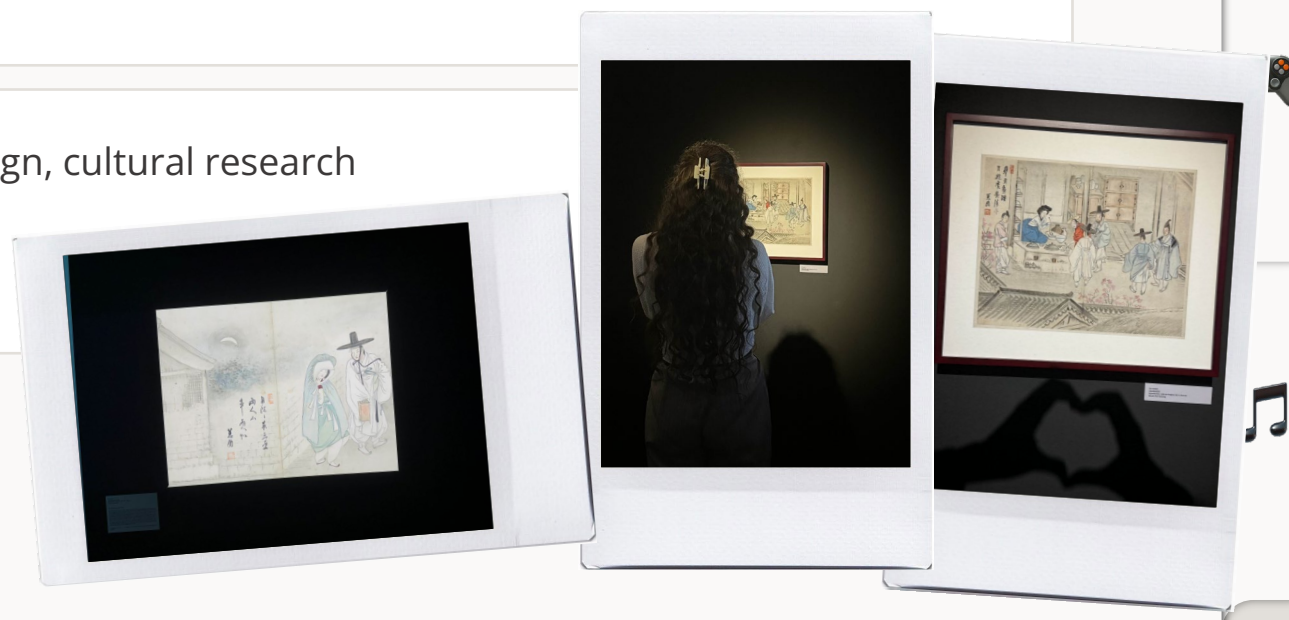
**What I learned:** How to merge historical art with modern animation techniques and create an immersive cultural narrative.

**Skills:** Storytelling, illustration, 2D animation, motion design, cultural research

**Software:**    

School Project (2024)

photos taken at the  
paris korean cultural  
center





# 인영양반 (PRINCESS INYOUNG)

## OPENING SEQUENCE



screenshot of the  
opening sequence



공주 인영

Nelwen & Sara BRASS, Zacharie PAH

Title/Genre

공주 인영 (Princess Inyoung) • Adventure, Thriller, Fantasy, Heroic fantasy

Synopsis

During the Joseon era (South Korea's former name), a young 공주 (a noblewoman) from Hanyang is falsely accused of treachery. At the moment of her execution, she finds herself mysteriously transported through time and space to 21st-century Paris. But it seems she hasn't traveled alone, and all that happens to her is no accident... At the same time, the missing princess's most loyal servant is investigating the disappearance of her best friend.

Story overview

Introduction

South Korea, Joseon era. 인영 (Inyoung), a young 공주 (princess) leads a peaceful life. One day, wrongly accused of treachery, she attempts to flee her homeland to safety. However, she is hunted down by the National Guard, who ambush her. Just as she is about to die, she is miraculously saved by a mystical force that propels her into the future: Paris 2024.

Development

She meets Chloé, a student of Korean literature, who speaks her language. Seeing her disoriented and after listening to her tell her story in such detail and realism, the Frenchwoman believes her and seeks to help. They try to make contact with the descendants of 성희 (Seonghee), 인영's most trusted servant, by passing off their research as a class presentation topic. They explain to her that she mysteriously disappeared when she was arrested. The heroine also learns that many rumors and legends have sprung from her story. What's more, her descendants give her a diary kept by one of their ancestors, the princess's famous servant. In it, 성희 recorded all the important events and theories she had devised to find the princess. As 인영 and Chloé progress in their quest for the truth through historical and other documents, 인영 gradually understands that she has been tricked.

Conclusion

Throughout the film, the narrative is interspersed with passages in which we see the maid conducting the investigation and trying at all costs to find her lifelong friend. She records everything in her diary, which will later be found in the 21st century. As we see the maid, the passage in question is transcribed "in real time" on the diary of 2024.

Storyboard - shots descriptions (drawings' part)			Action	Camera movement
00:00 - 00:07	00:07 - 00:10	00:10 - 00:15	00:15 - 00:30	00:30 - 00:45
We see Hanyang and the palace in which the heroine's family lives. The clouds are moving.	The transition is rapid, like turning the pages of a book. We see Lee Inyoung and his family. His father is on the throne. The characters move slightly.	A member of Inyoung's family holds the hands of a mother in need of money and care, whose daughter is sitting on the floor. She goes to help her.	Three gossipmongers share the latest gossip and talk about the rumor that Lee Inyoung is a traitor.	Hyun Seonghee defends Lee Inyoung to the people of Hanyang and argues with those who believe the false rumor about her best friend.
01:00 - 01:05	01:05 - 01:13	01:13 - 01:20	01:20 - 01:22	01:22 - 01:28
The national guard is ordered to arrest Lee Inyoung.	The National Guard encircle Inyoung with their sharpened sabres atop a cliff.	The gonggit is ready to fight for her life and brandishes her sabre.	The transition is like the blink of an eye. There is a black screen.	The transition is like the blink of an eye again. Inyoung is on the edge of the cliff, stumbles and falls.
01:28 - 01:30				
The transition is like the blink of an eye. There is a black screen.				

Storyboard - shots descriptions (real shots' part)			Action	Camera movement
01:30 - 01:32	01:32 - 01:40	01:40 - 01:50	01:50 - 01:55	01:55 - 02:00
The transition is like the blink of an eye again. The camera shows the Eiffel Tower from below. The camera will pan up and down.	There is a tracking shot of Inyoung looking around.	There's a vertigo effect (tracking shot + zoom) on Inyoung.	There's a tracking shot to the Eiffel Tower with Inyoung in front.	There's a medium shot of Inyoung.
02:00 - 02:05				
There is a tracking shot from Inyoung's back to the sky.				



first version of story and storyboards

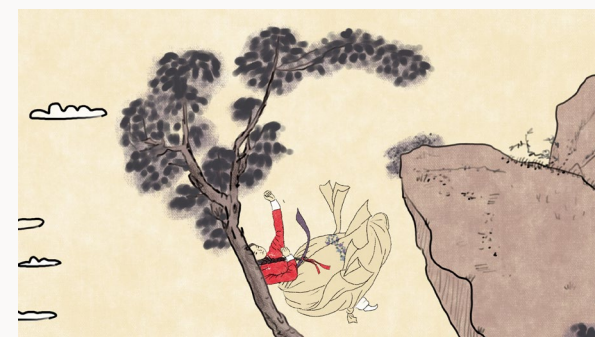
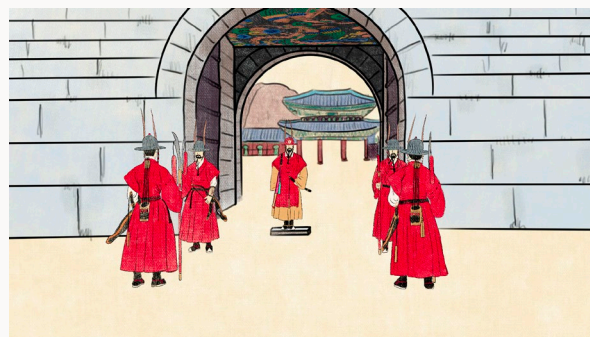
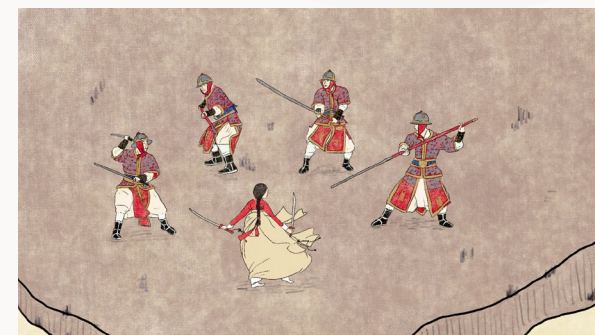


# 인영양반 (PRINCESS INYOUNG)

## OPENING SEQUENCE



some of my digital  
drawings from the  
opening sequence





# L'ART DU VIDE (THE ART OF EMPTINESS)

## SHORT FILM & MOTION GRAPHICS



*L'Art du Vide* is a short film that we entirely conceived, from scriptwriting to filming. In addition to my work on the end credits, I incorporated motion graphics and compositing elements throughout the film to enhance its storytelling. This included:

- ♡ Floating comments around the protagonist's face while she read product reviews.
- ♡ A masked effect revealing the film's title as the protagonist passed in front of the screen.
- ♡ A Figma prototype of a fake Instagram page used within the film.
- ♡ The packaging design of a fictional medication, integrated as a prop in the story.
- ♡ Video editing and audio mixing to ensure a cohesive final cut.

**Constraints:** Seamlessly integrating digital overlays into live-action footage to enhance immersion while maintaining realism.

**What I learned:** How to use motion design and UI/UX elements, and precise video editing to reinforce visual storytelling in film.

**Skills:** Video editing, audio mixing, motion tracking, compositing, graphic design, UI/UX prototyping, illustration, 2D animation

**Software:**    

**School Project (2023)**



# L'ART DU VIDE (THE ART OF EMPTINESS)

SHORT FILM & MOTION GRAPHICS



*some shots from the short film*



# L'ART DU VIDE (THE ART OF EMPTINESS)

SHORT FILM & MOTION GRAPHICS



*hand-made frame-by-frame mask to show the title as the main character passes by*

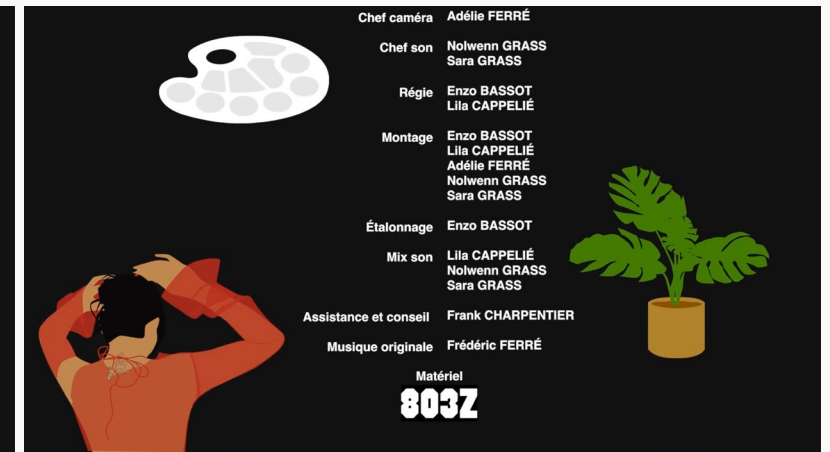


# L'ART DU VIDE (THE ART OF EMPTINESS)

## SHORT FILM & MOTION GRAPHICS



packaging design of a fictional medication



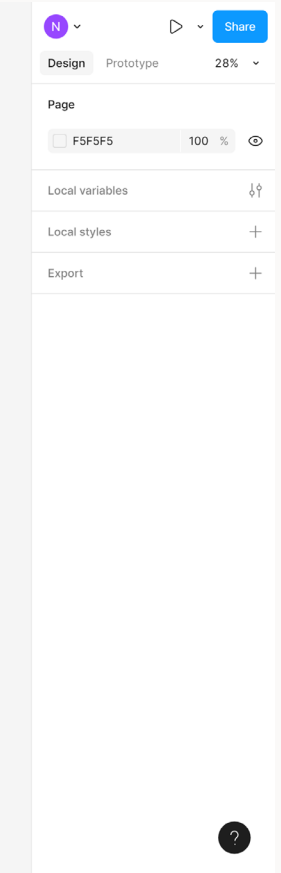
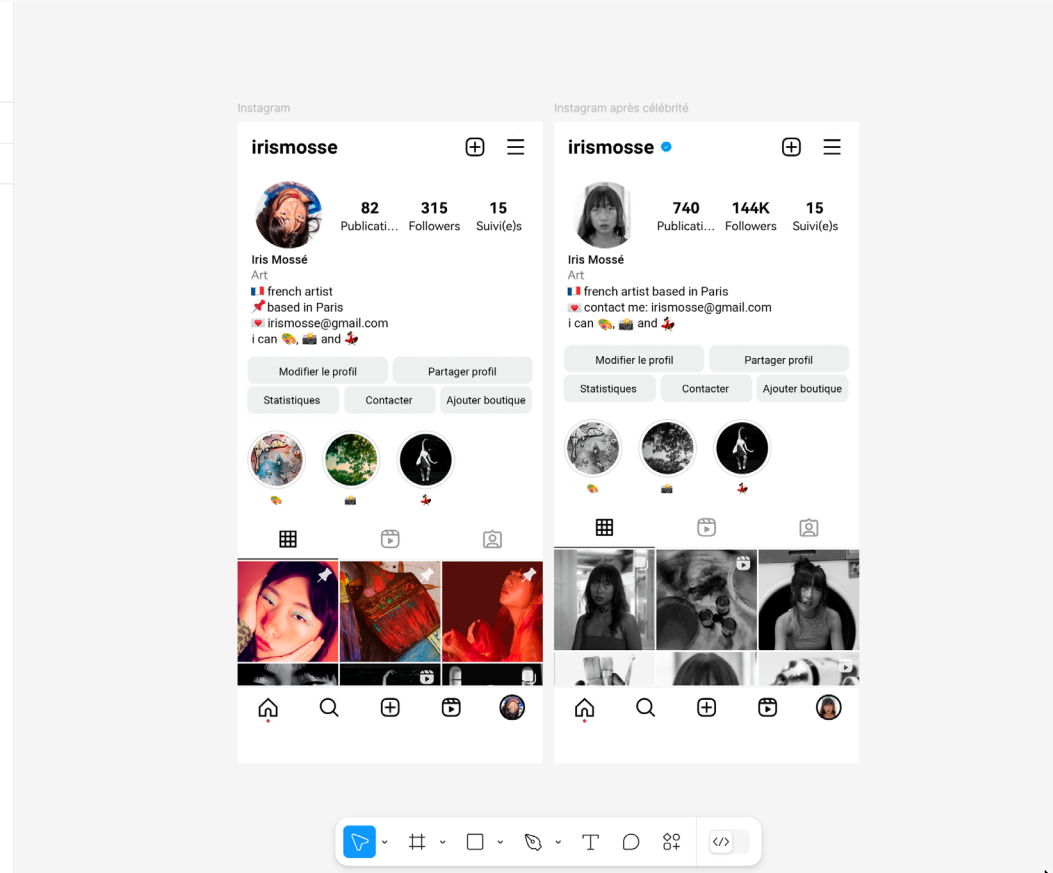
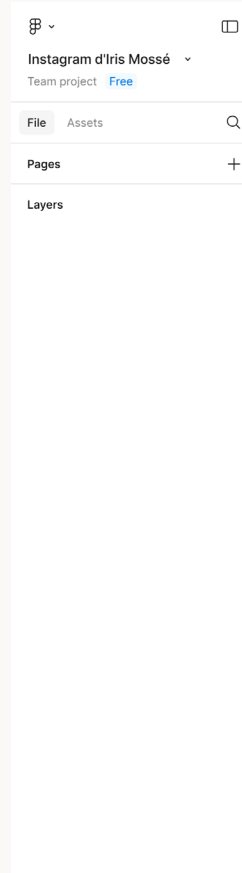
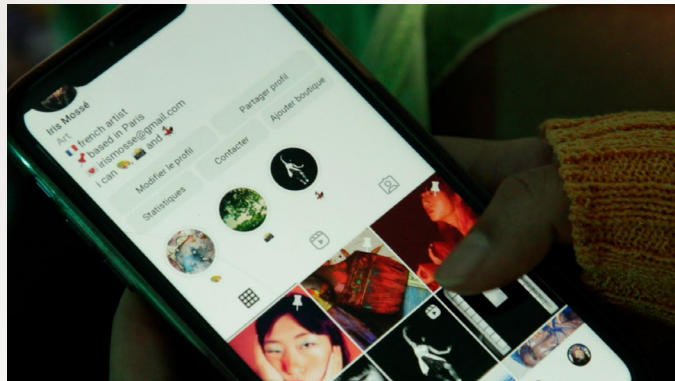
animation of my illustrations inspired by this important shot of the film

# L'ART DU VIDE (THE ART OF EMPTINESS)

## SHORT FILM & MOTION GRAPHICS



the motion tracking shot



fully functional figma prototypes of the protagonist's instagram page, which evolves over the course of the film, used in several shots





# 난 널 볼 거예요 (I WILL SEE YOU)

## SHORT FILM

A short film produced as a final project for my 한국어 듣고 말하기 (Korean Listening & Speaking) course at *Jeonbuk National University*. I wrote the script with another member of my team, then I translated it into Korean, and edited the film, while my twin sister Sara mainly handled the cinematography. Fully spoken in Korean, the film focuses on immersive storytelling. The cast consisted of my teammates, my twin sister (as the stalker) and me—all international exchange students from different countries. Although none of us were professional actresses, we did our best to bring the story to life. Due to limited time and resources, we shot the entire film using my iPhone 15 Pro, making the most of mobile filmmaking techniques.

**Constraints:** Communicating an emotional story in a foreign language while maintaining visual cohesion, working within tight time constraints and limited resources, and adapting to the technical limitations of filming exclusively on an iPhone 15 Pro.

**What I learned:** How to produce a film in a non-native language while managing all aspects of post-production. I also gained experience in acting and performing on screen, as well as exploring the creative possibilities and challenges of mobile filmmaking.

**Skills:** Scriptwriting, video editing, audio mixing, foreign language integration, acting, mobile filmmaking

**Software:** 

**School Project (2024)**



# 난 널 볼 거예요 (I WILL SEE YOU)

## SHORT FILM



난  
널  
볼  
거  
예  
요

난 널 볼 거예요



some shots from the short film



# 난 널 볼 거예요 (I WILL SEE YOU)

SHORT FILM



*some shots from the short film*



# 난 널 볼 거예요 (I WILL SEE YOU)

SHORT FILM

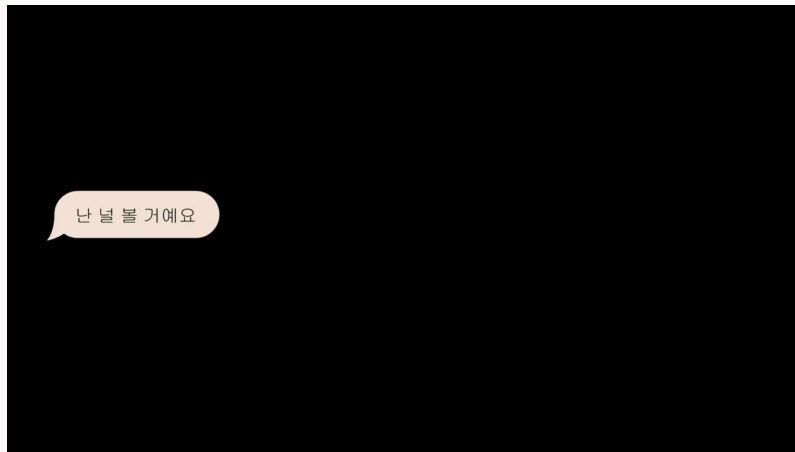
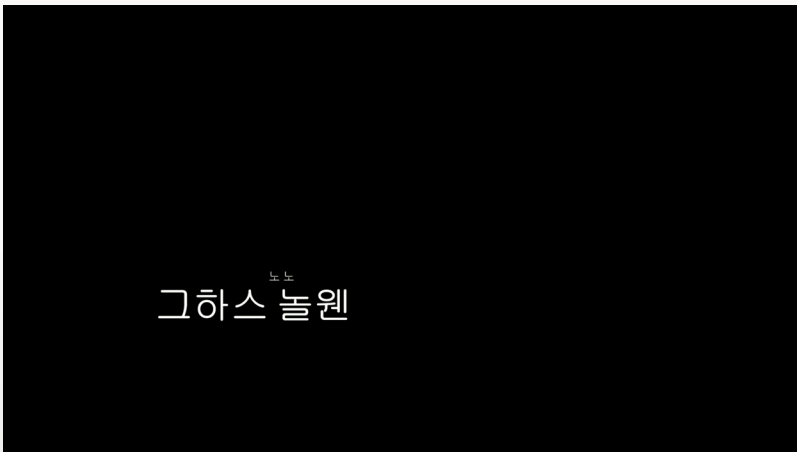


*some shots from the short film*



# 난 널 볼 거예요 (I WILL SEE YOU)

SHORT FILM



some shots from the short film

# WEBTOON

Over three consecutive years, I participated in the French edition of the Webtoon Contest, creating original digital comics with distinct storytelling and artistic styles. Each webtoon explores unique themes while showcasing my skills in narrative development, world-building, and visual storytelling:

- ♥ *Dear Ghost* (2023): A supernatural romance-mystery following a ghost searching for the reason behind his lingering presence on Earth. This project featured an intricate hierarchy of ghosts and required extensive world-building.
- ♥ *Out of This World* (2022): A sci-fi adventure about an impatient alien from Arkadia who sneaks onto Earth before their official mission. Their journey takes an unexpected turn when they meet an intriguing human girl, Adara.
- ♥ *PS: I Know* (2021): A drama centered on Eden, a world-famous celebrity who relies on his best friend as a double to escape public scrutiny. When Maggie, a sharp-eyed young girl, uncovers the deception, she demands a favor in exchange for her silence—leading to an unpredictable connection.

Each entry required careful planning, from scriptwriting and character design to panel composition and visual storytelling. The competition also imposed strict constraints on panel count, format, and submission deadlines.

**Constraints:** Adapting to the Webtoon Contest's format and deadlines while balancing narrative depth, pacing, and visual clarity.

**What I learned:** How to build a compelling narrative within a competitive framework while improving my efficiency in digital illustration and co-creation.

**Skills:** Storytelling, world-building, character development, digital illustration, visual composition, panel layout, time management

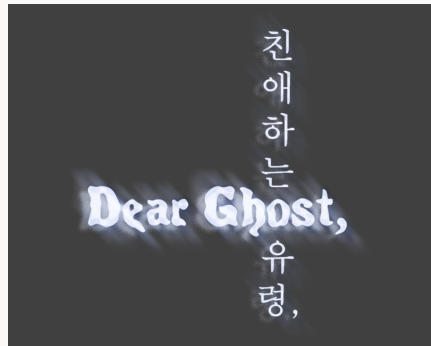
**Software:**    





**Personal Project** (2021~2023)

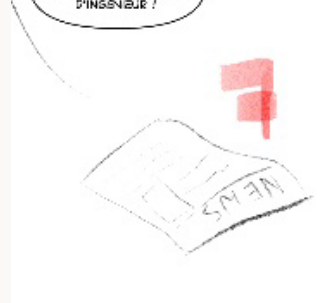




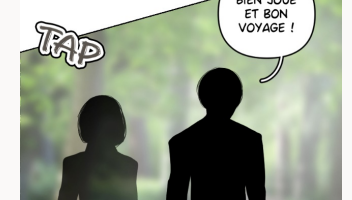
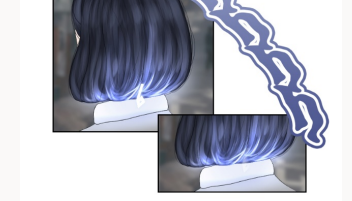
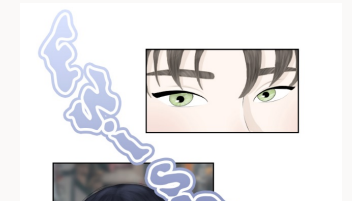
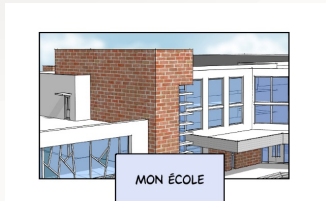
# DEAR GHOST, WEBTOON



	
260	13
	
10/10	14



thumbnail. logo. storyboard and final panels

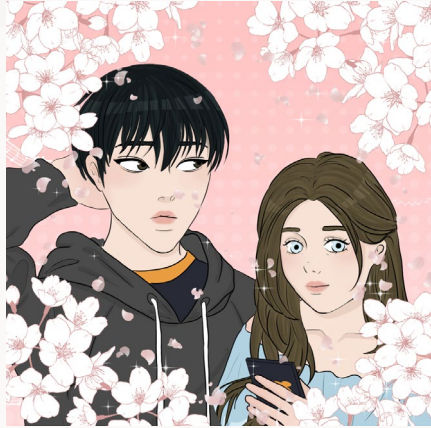


# PS : I KNOW

## WEBTOON



thumbnail, logo and final panels



PS: I know



929



52



8/10



72









# OUT OF THIS WORLD

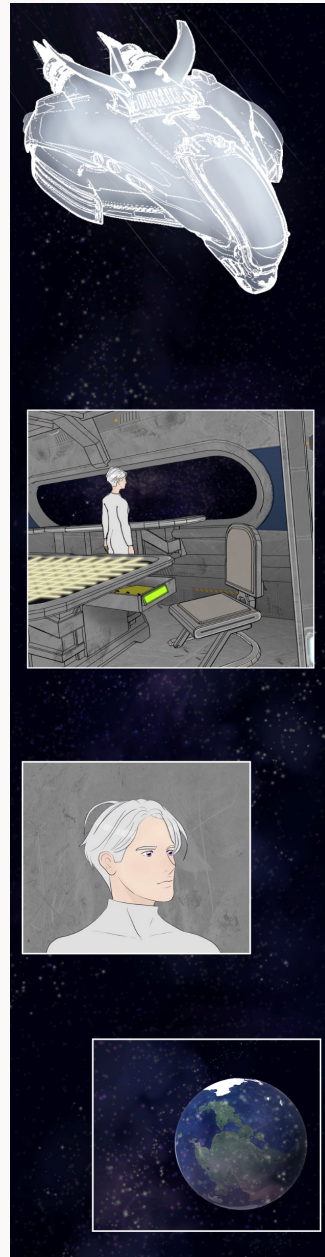


Thumbnail, logo and final panels

WEBTOON



	
505	39
	
8.25/10	31



# SMOKING PREVENTION

## POSTER

A visually striking poster advocating for smoking cessation, designed for the Simone Veil Hospital in France. The design uses bold typography, a symbolic visual metaphor, and a limited color palette to enhance its impact while aligning with the hospital's public health communication standards.

**Constraints:** Creating a message that is both informative and persuasive.

**What I learned:** How to use design as a tool for social impact in an institutional setting.

**Skills:** Graphic design, social awareness campaigns

**Software:** 

**Professional Project (2022)**





# REPORT ON STOP MOTION

## EDITORIAL DESIGN

A research report on *stop-motion animation*, presented in an editorial layout with structured typography, visual hierarchy, and engaging graphics. The design enhances readability while maintaining a professional aesthetic.

**Constraints:** Balancing aesthetics with readability for a professional report.  
**What I learned:** How to make research engaging through effective visual storytelling.

**Skills:** Graphic design, editorial layout, research presentation

**Software:** 

**School Project (2024)**



# PRESENTATION OF MY MAJOR

## EDITORIAL & GRAPHIC DESIGN

For this project, I designed multiple promotional materials to showcase the IMAC program at ESIEE Paris, an engineering degree that combines arts, sciences, and programming. The challenge was to create a visual identity that reflects all three fields. This included:

- ♡ A set of engaging visuals, including Instagram story templates, posts, a flyer, and a motion design video to ensure a cohesive and impactful communication strategy.
- ♡ A full graphic charter, detailing the visual identity and including credits for each contributor.
- ♡ A website redesign proposal, developed with my twin sister Sara. Using Figma, we created a modern, clear, and interactive mock-up for the official IMAC program website.
- ♡ A newsletter template and an example edition, designed to ensure consistency in communication while effectively presenting key information about the program.

**Constraints:** Creating a visual identity that effectively balances arts, sciences, and programming, while finding a way to represent the "science" component, which is less visually tangible, and ensuring consistency across print and digital formats.

**What I learned:** How to create a cohesive promotional campaign that effectively communicates the multidisciplinary nature of an engineering program, balancing aesthetics and functionality while adapting designs for different media formats.

**Skills:** Graphic design, branding, UX/UI design, Figma prototyping, social media content creation, newsletter design

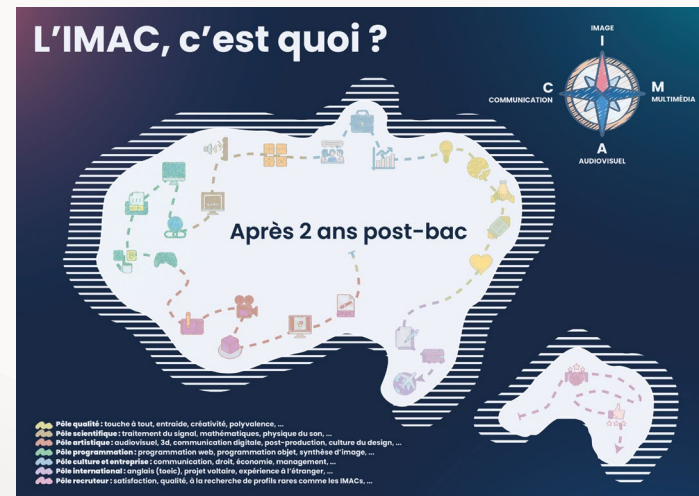
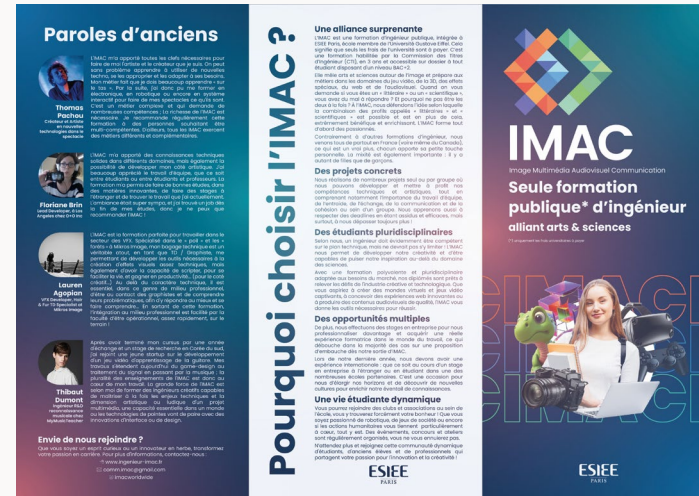
**Software:**    

**School Project (2024)**

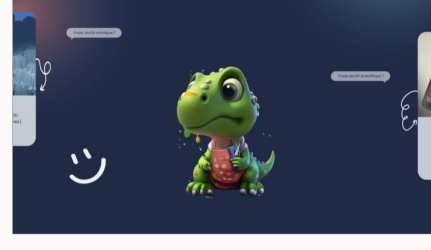
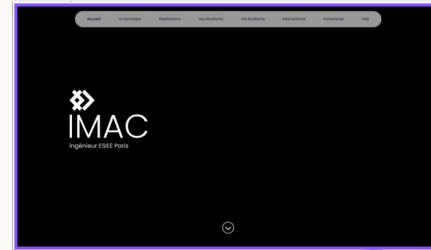
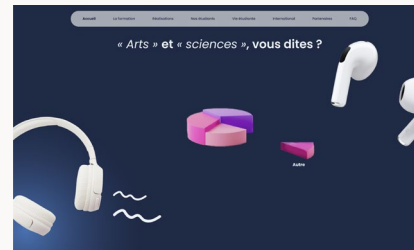
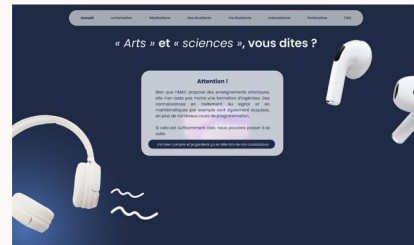
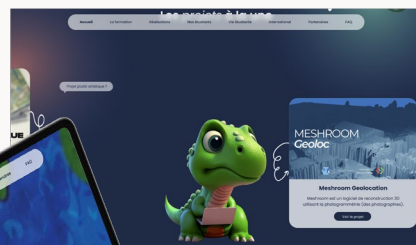
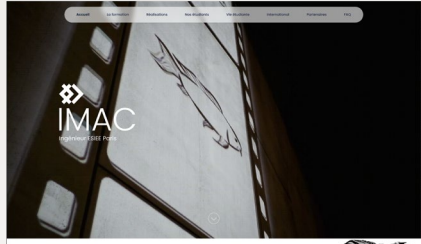




# PRESENTATION OF MY MAJOR FLYERS



# PRESENTATION OF MY MAJOR WEBSITE

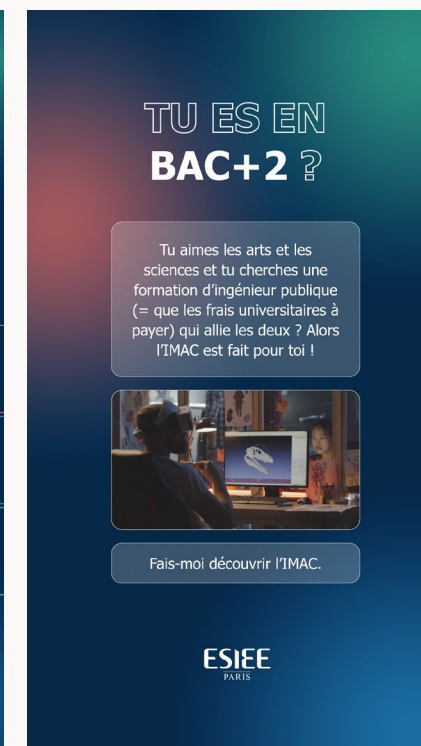
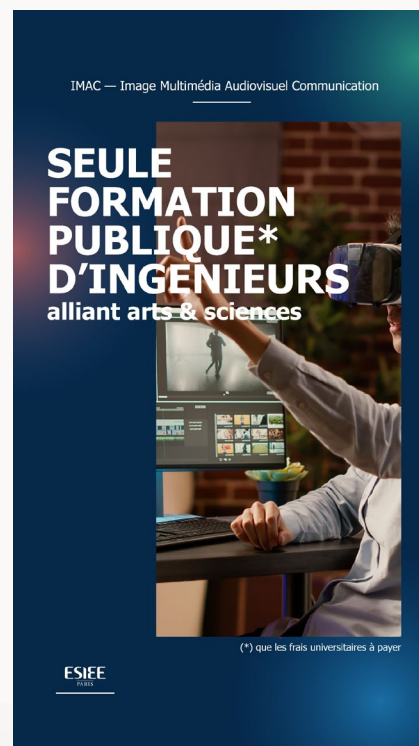


figma mock-up of the new version of the imac website with interactive elements



# PRESENTATION OF MY MAJOR

## INSTAGRAM TEMPLATES



# MUSEUM TRIP

## APP DESIGN

A UX/UI project for a mobile app that customizes museum visits before, during, and after the experience. The app adapts to users' needs, offering accessibility options for families, people with disabilities, elderly visitors, foreigners and different visitor profiles.

**Constraints:** Designing an interface that is both intuitive and inclusive while ensuring it meets the expectations of diverse visitor profiles.

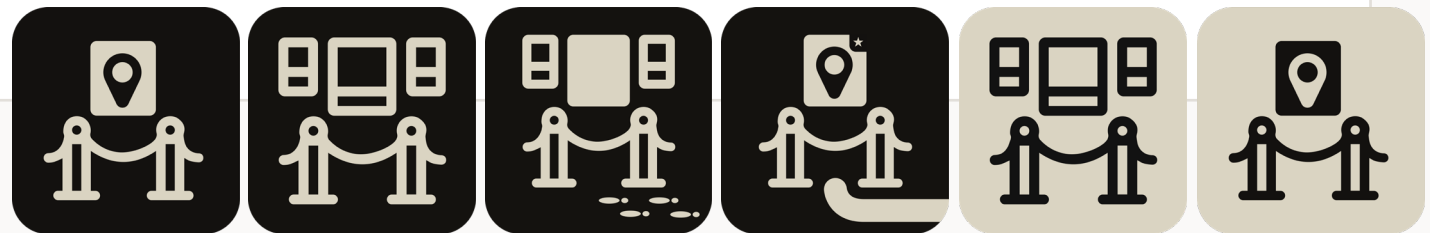
**What I learned:** A complete UX/UI design process, including persona creation, case study research, industry benchmarking, ideation boards, specifications writing, and analyzing different museum websites to identify commonalities and differences.

**Skills:** UX/UI design, accessibility, user experience research, case study analysis, ideation boards, competitive analysis, branding

**Software:**    

School Project (2022)

*logo design with  
several variants*



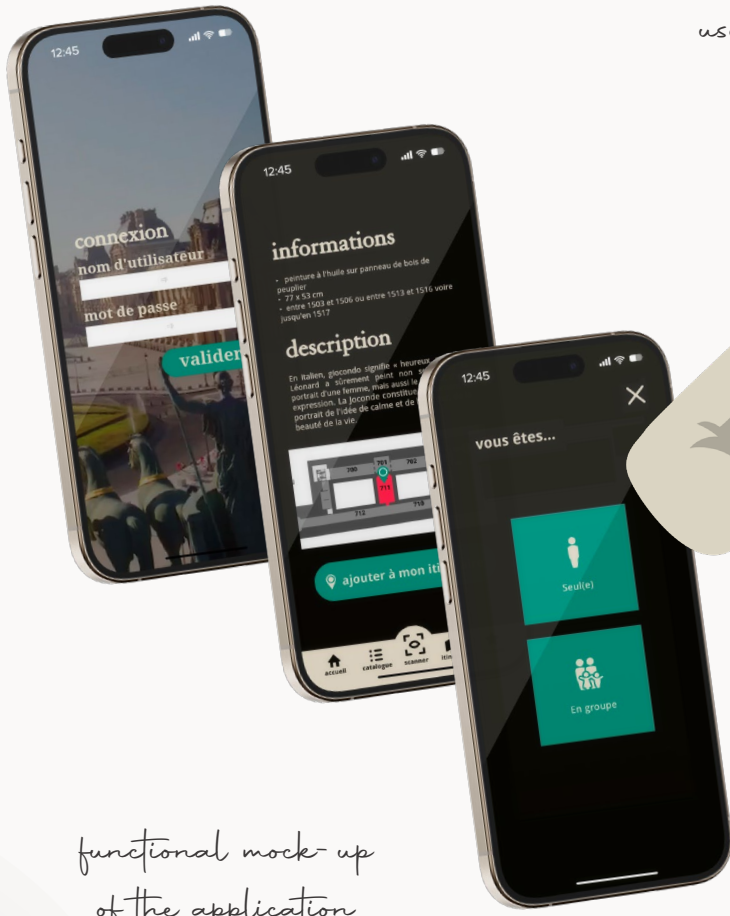


# MUSEUM TRIP

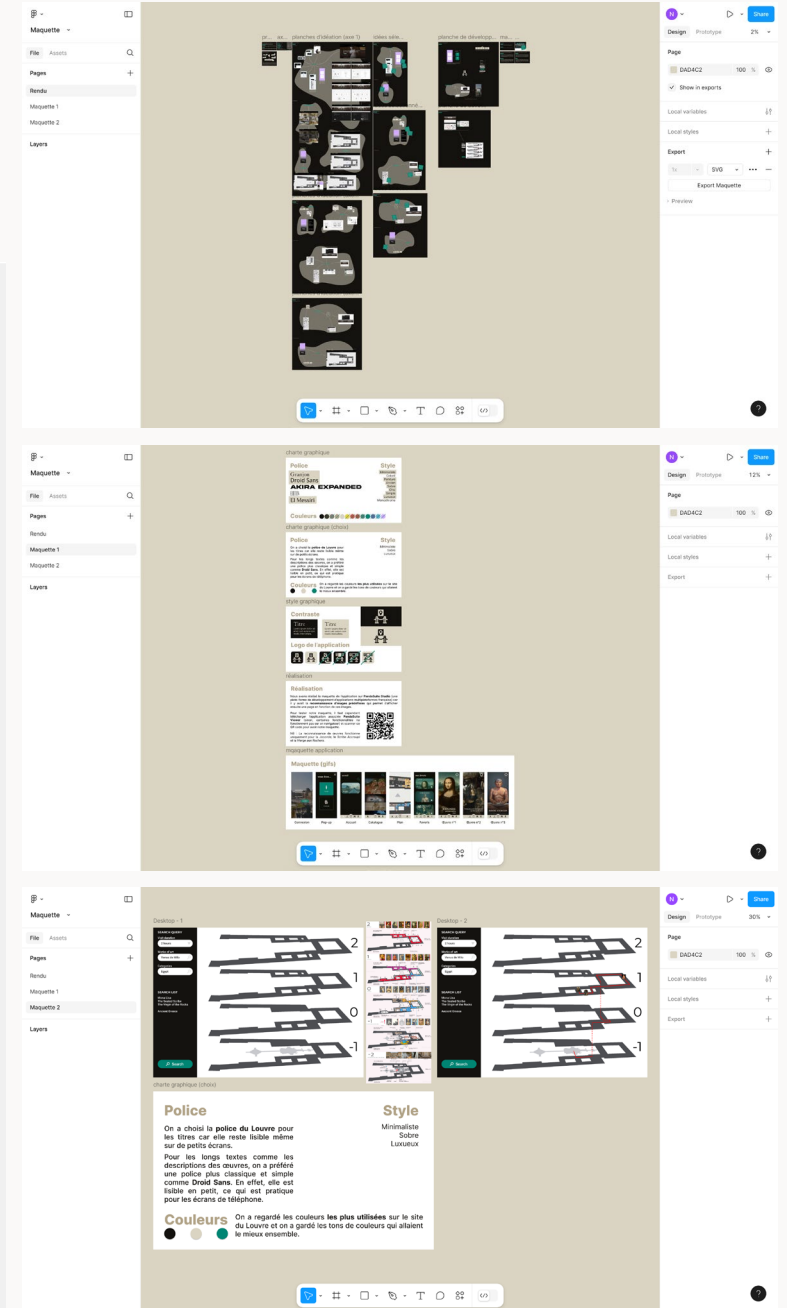
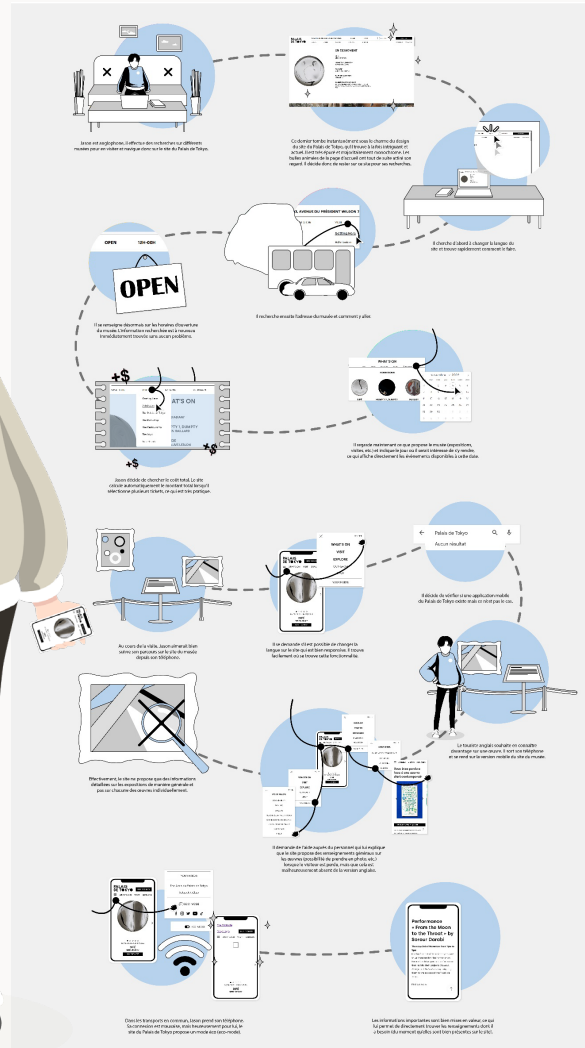
## ANALYSIS & RESEARCH

research and  
analysis documents

use case

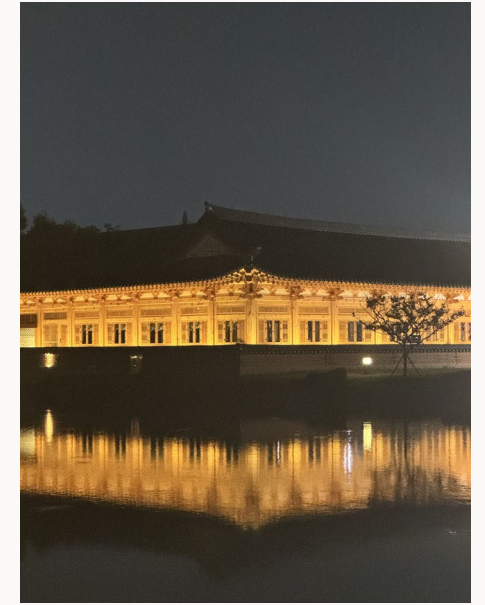
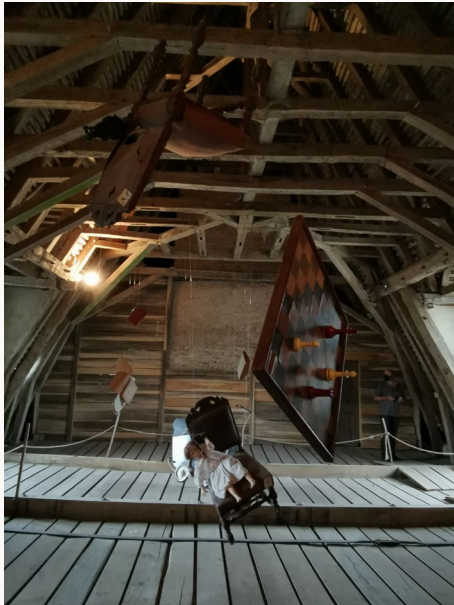
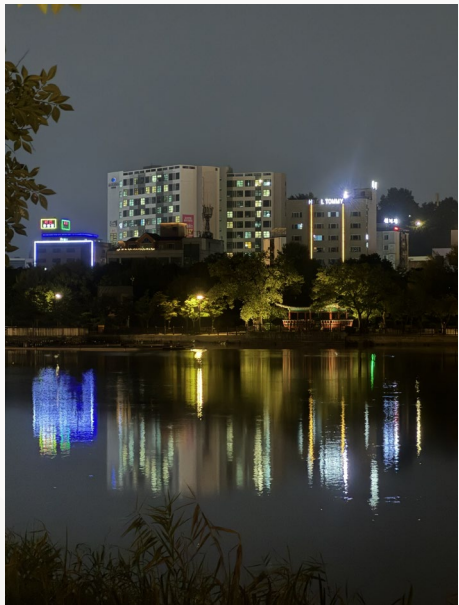
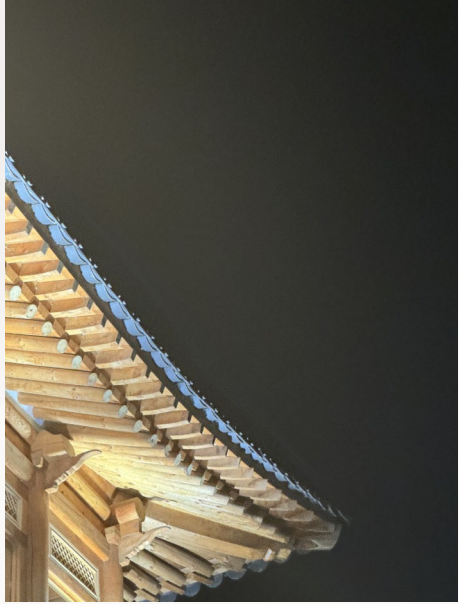


functional mock-up  
of the application



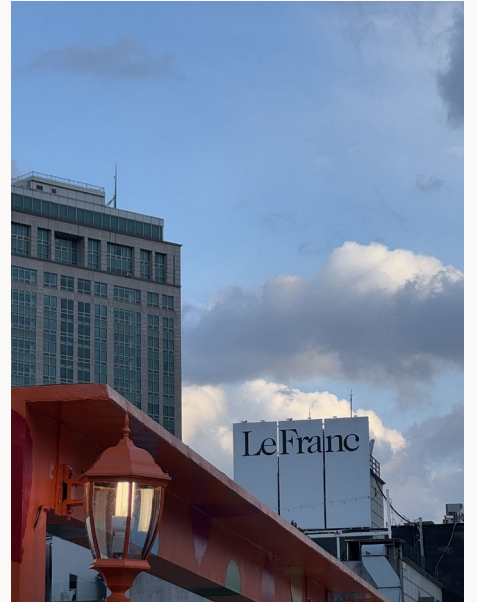
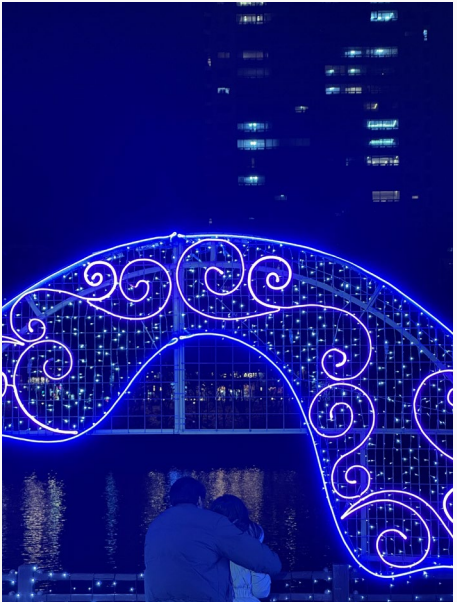
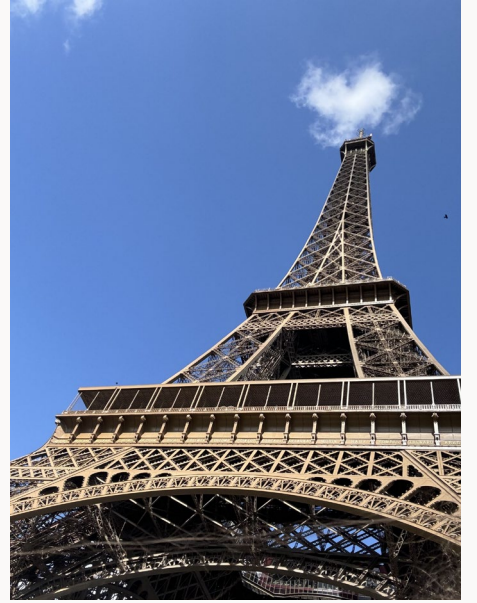


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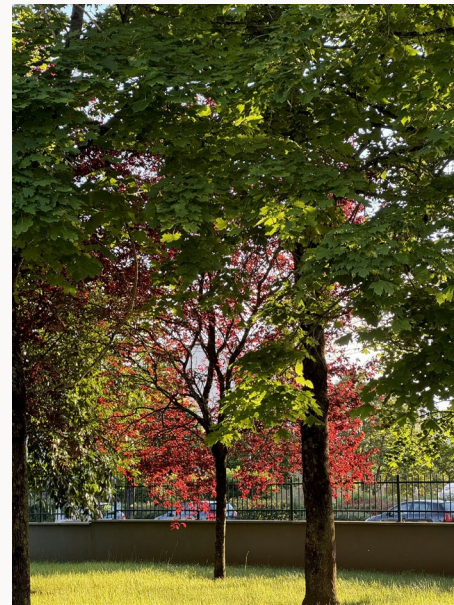
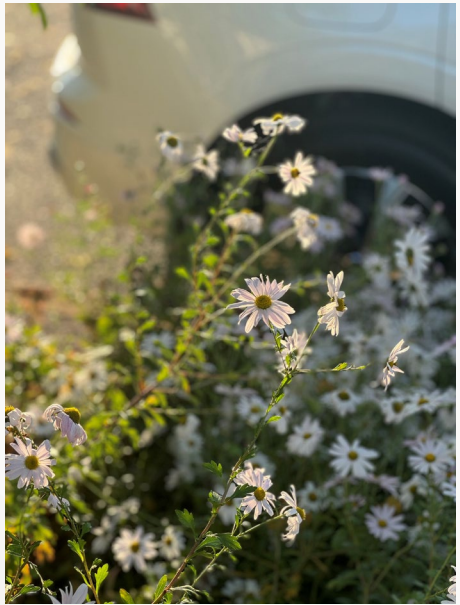
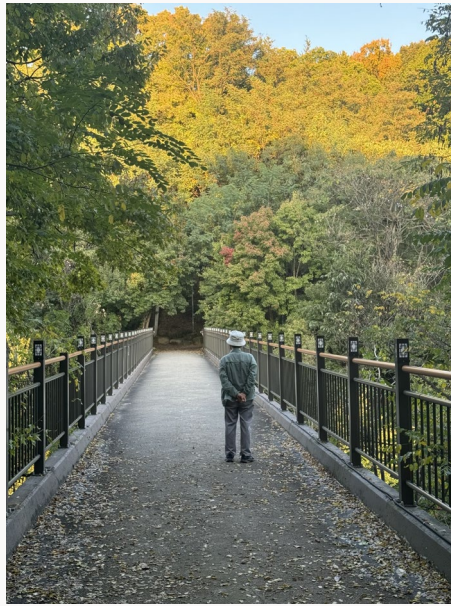


# PHOTOGRAPHY



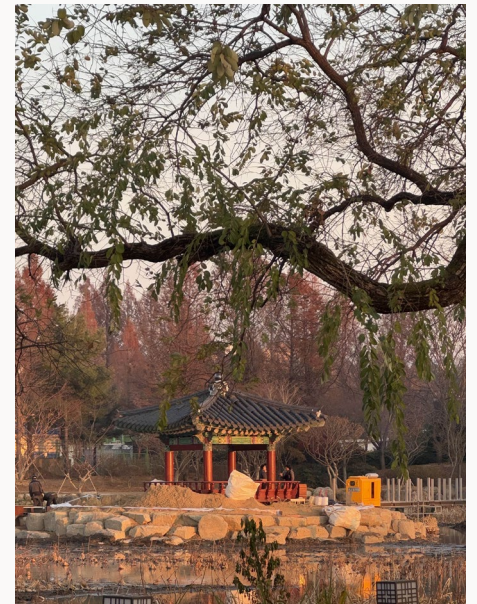
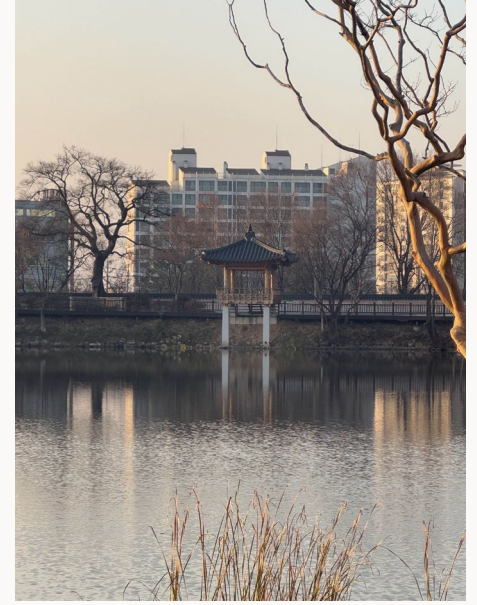
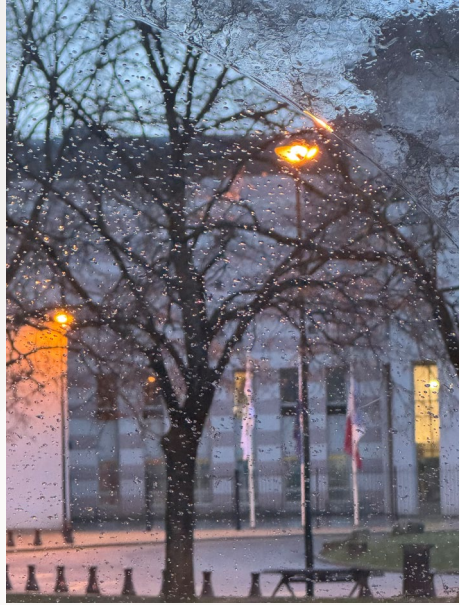


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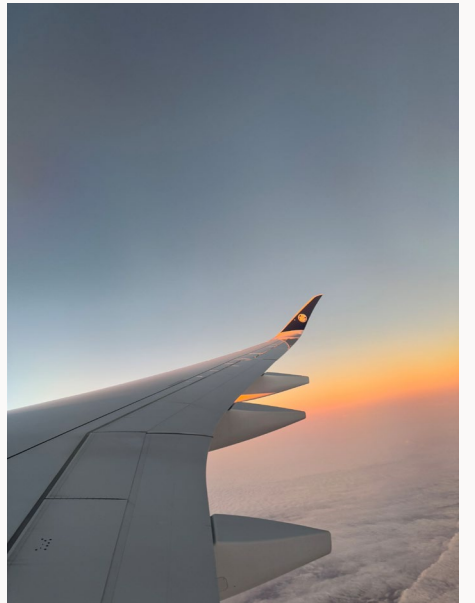
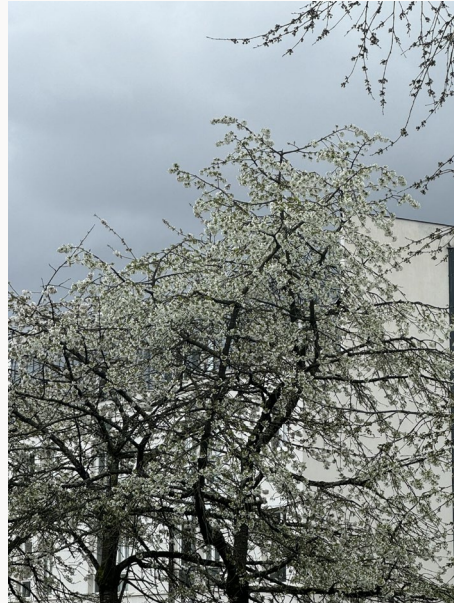
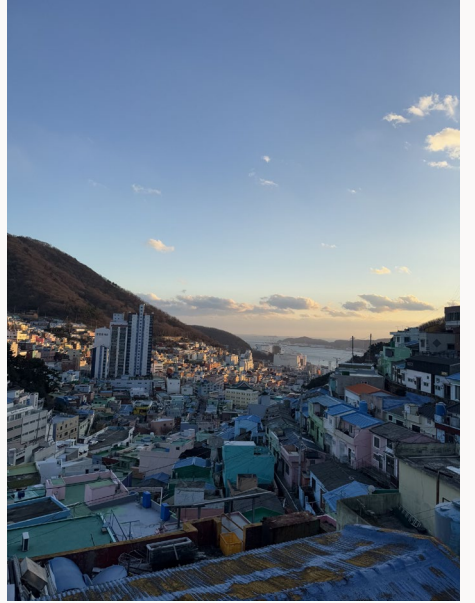
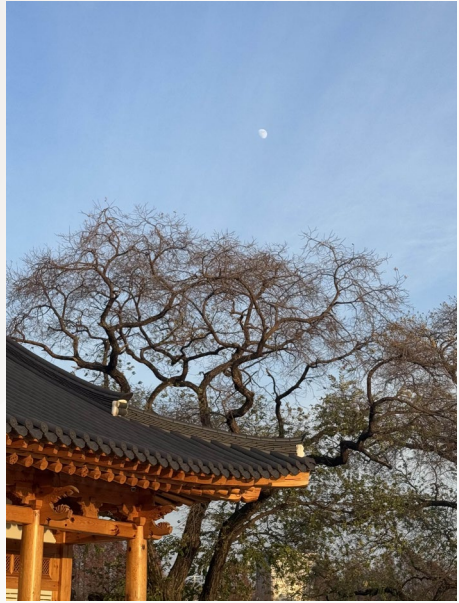


# PHOTOGRAPHY





# PHOTOGRAPHY





# PHOTOGRAPHY



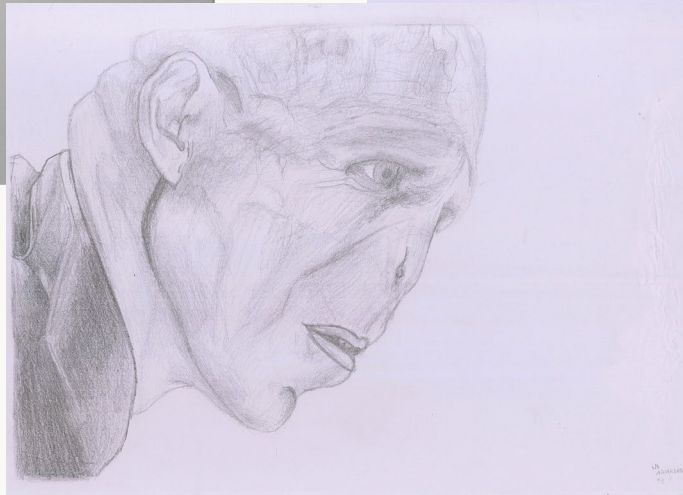


# ILLUSTRATIONS

## TRADITIONAL



pencil



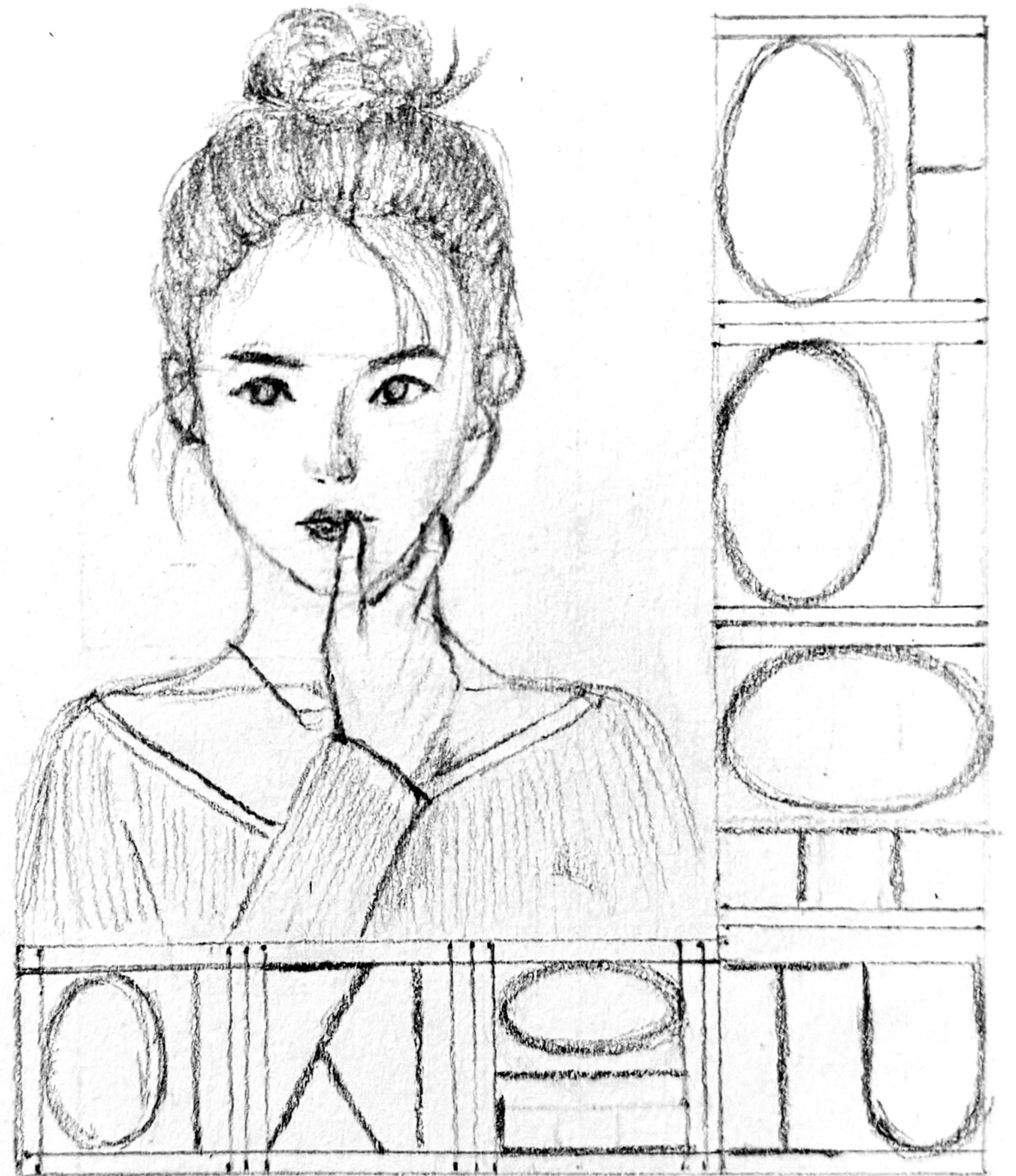
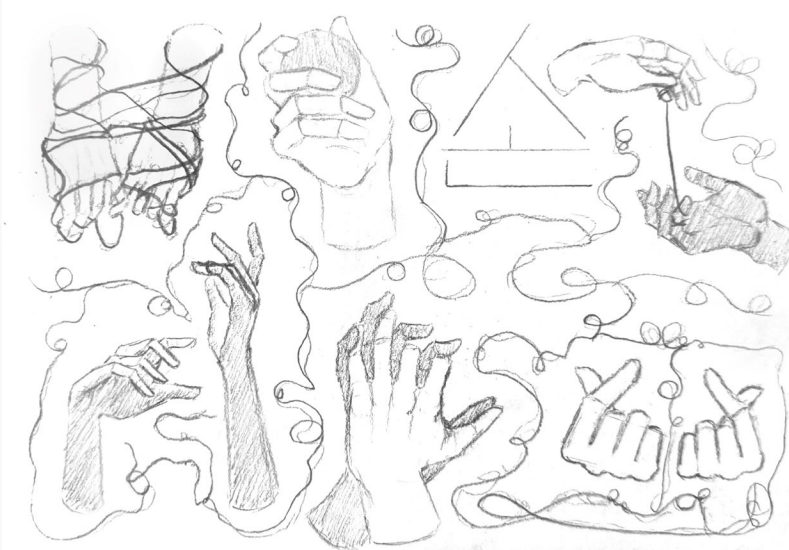


# ILLUSTRATIONS

## TRADITIONAL



pencil





# ILLUSTRATIONS

## TRADITIONAL

*1<sup>st</sup> time doing watercolors*





# ILLUSTRATIONS

## TRADITIONAL & DIGITAL

pencil, crayon,  
alcohol markers &  
gold posca



NG  
No. 102



# ILLUSTRATIONS

## DIGITAL



N<sup>o</sup> 26103122





# PAC-MAN'S REVENGE

## VIDEO GAME

A Pac-Man reinterpretation featuring advanced AI for ghosts, utilizing flocking behavior and pathfinding. Built using p6, this game explores AI-driven mechanics (boid) to create more unpredictable enemy movement.

**Constraints:** Making ghost AI movements appear natural and engaging, optimizing Level of Detail (LOD), using Lambert shading, and implementing an interactive ImGui interface allowing players to adjust game parameters.

**What I learned:** How to integrate AI into game mechanics for a dynamic player experience.

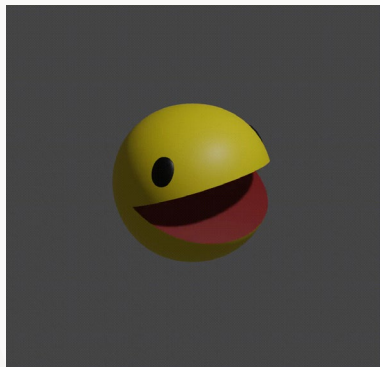
**Skills:** Game design, AI programming, C++, 3D modeling (Pac-man, ghost, Nintendo Switch), texturing, lighting

**Software:**   

**School Project (2024)**

*3d modeling of game objects*

*menu of parameters that can be modified during the game*



# SPIRITCATCHERS: MIDHORROR TOWN

## BOARD GAME

*Spiritcatchers: Midhorror Town* is an immersive board game that blends physical and digital elements. Players take on the role of Spiritcatchers, working together to capture all the ghosts haunting the town. Each player has a unique character with a special ability that must be used strategically to complete their mission. I collaborated with my twin sister, Sara, who handled the coding of an interactive Ouija board and the ghost audio recordings, while I designed the visual aspects, including the board, character illustrations, and cards. Together, we created ghost-shaped game pieces using glow-in-the-dark clay to enhance the eerie atmosphere. I also designed and built Ghost Guzzlers—special ghost-trapping devices—by creating templates, printing, cutting, and folding them into 3D structures. The interactive Ouija board allows players to receive ghost messages through an audio system triggered by board movements. To deepen immersion, Sara also produced a prologue video introducing the game's storyline.

**Constraints:** Creating a cohesive game experience that smoothly integrates physical and digital elements while ensuring engaging teamwork mechanics.

**What I learned:** How to design a unique gameplay experience that merges traditional board games with interactive technology, while considering strategic team dynamics, immersive physical design elements, and hands-on crafting techniques.

**Skills:** Game design, digital-physical integration, illustration, crafting, programming (interactive elements)

**Software:**       

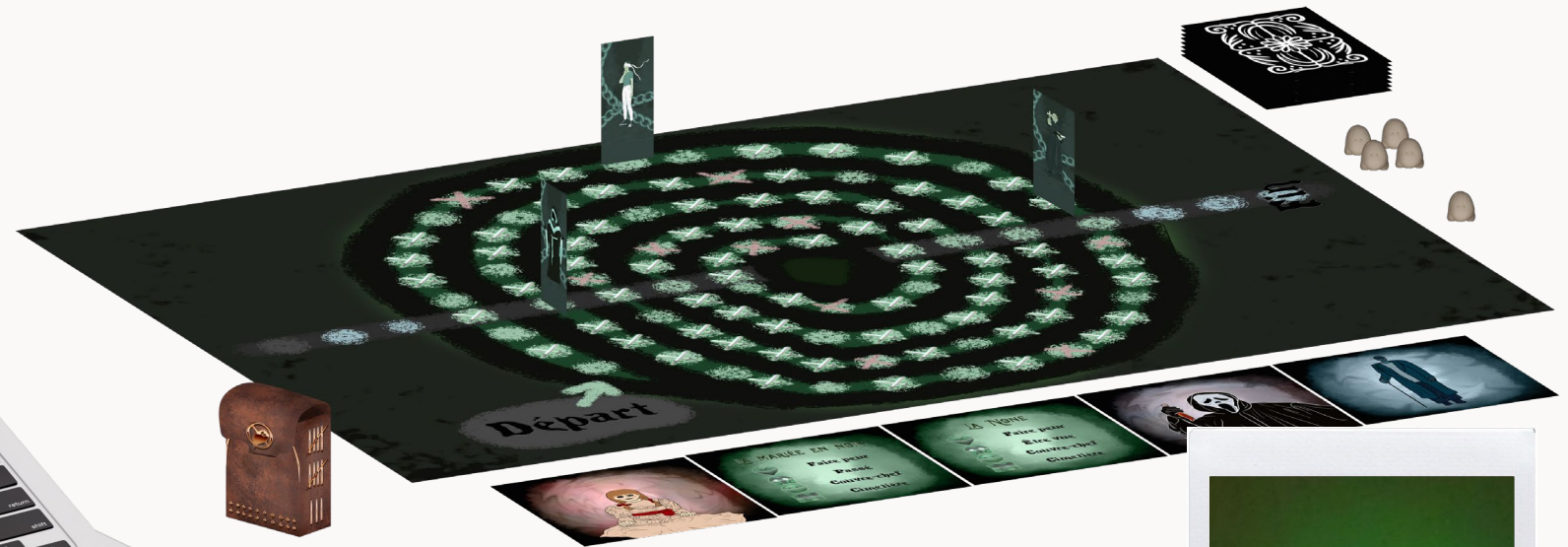
Personal Project (2021)



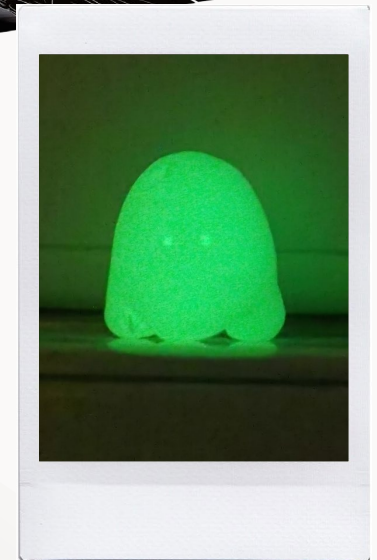


# SPIRITCATCHERS: MIDHORROR TOWN

## BOARD GAME



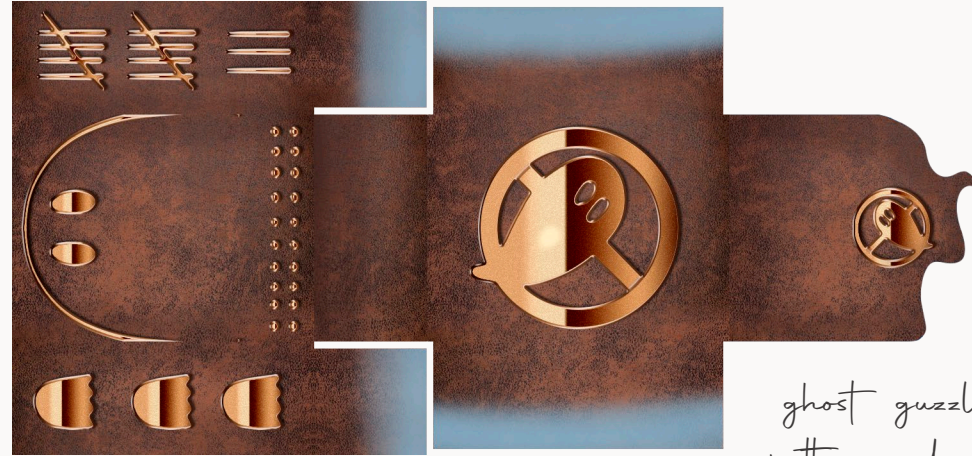
SPIRITCATCHERS  
Midhorror Town





# SPIRITCATCHERS: MIDHORROR TOWN

## BOARD GAME



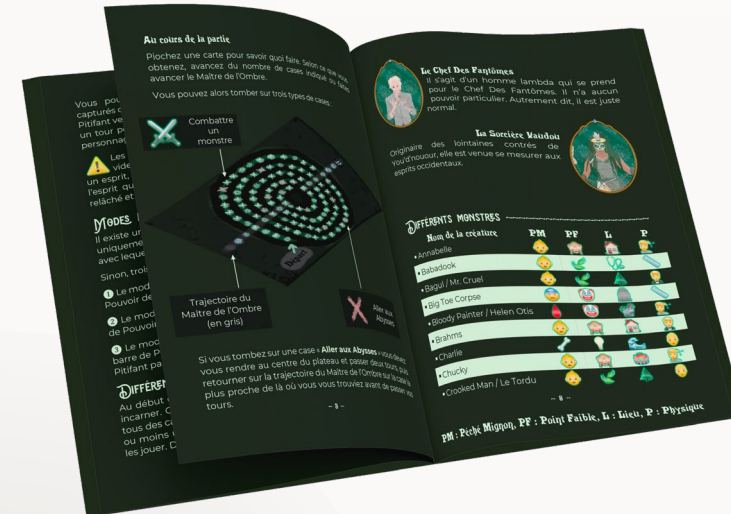
ghost guzzlers  
pattern and result



different game cards (front and back)



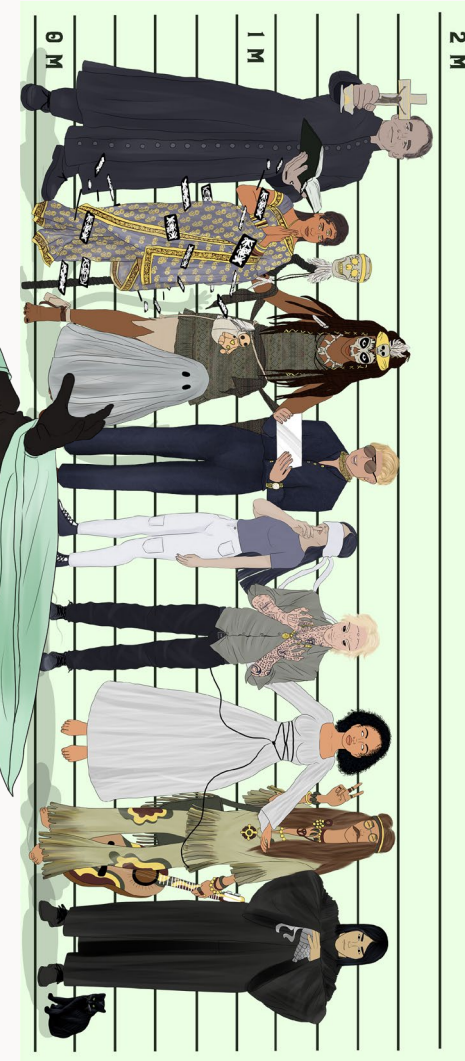
game rules



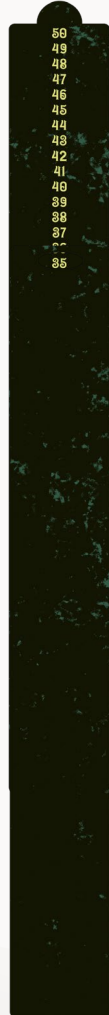


# SPIRITCATCHERS: MIDHORROR TOWN BOARD GAME

board game box

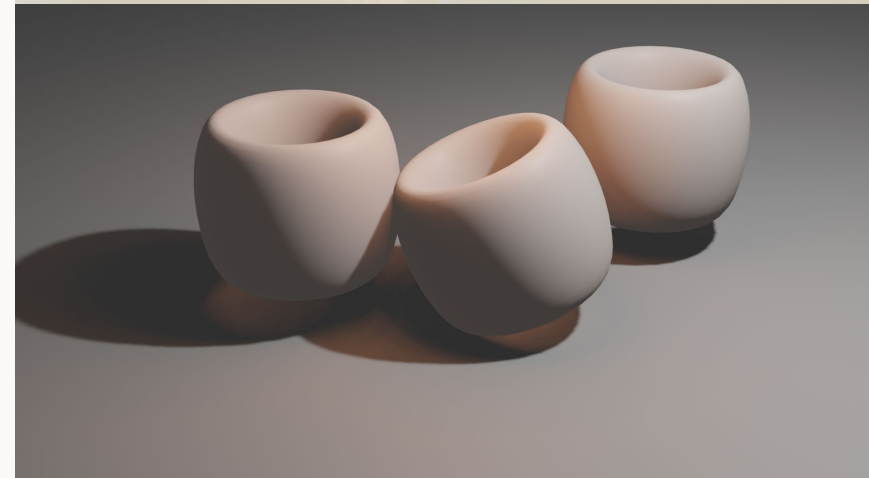


power bar



# SOME OBJECTS

## 3D MODELING





# CORALINE SCENE & CHARACTER

## 3D MODELING & ANIMATION

A 3D recreation inspired by Coraline, focusing on faithfully capturing the film's eerie atmosphere. I meticulously modeled and textured the living room from Coraline's house—a key location in the story, featuring the small hidden door to the parallel world. In addition to environment modeling, I fully animated Coraline and her eerie doppelgänger with button eyes, bringing them to life in 3D.

**Constraints:** Reproducing the stop-motion aesthetic in 3D while ensuring a high level of detail and animating a full character for the first time.

**What I learned:** How to faithfully translate a stop-motion style into a digital 3D format and animate a full character for the first time.

**Skills:** 3D character and environment modeling, texturing, lighting, character animation

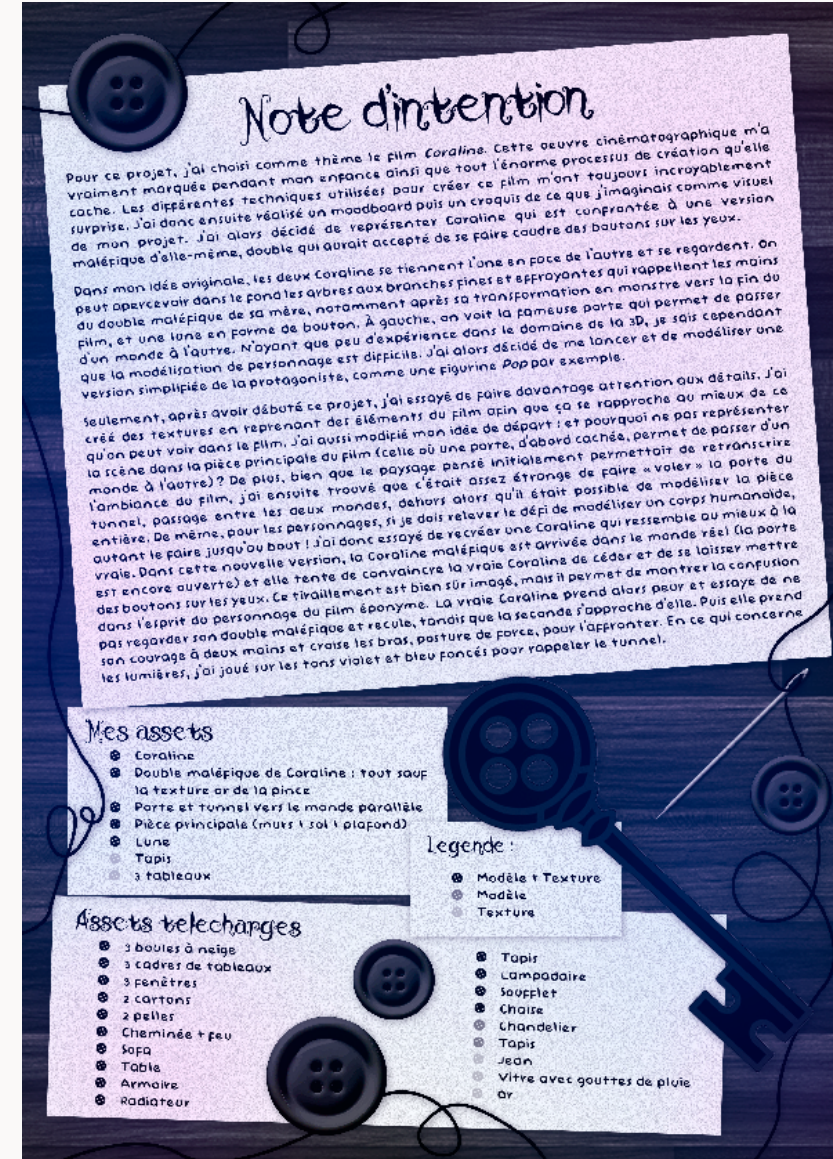
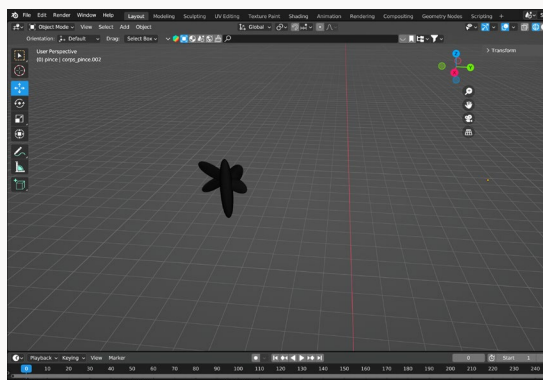
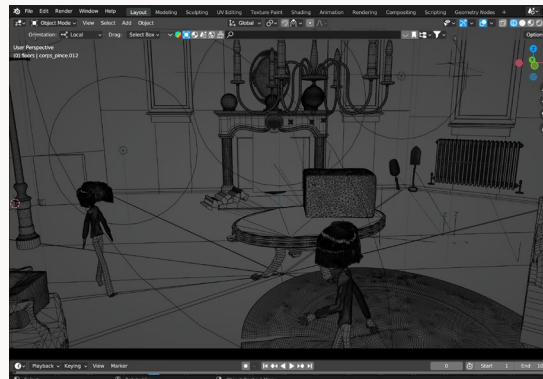
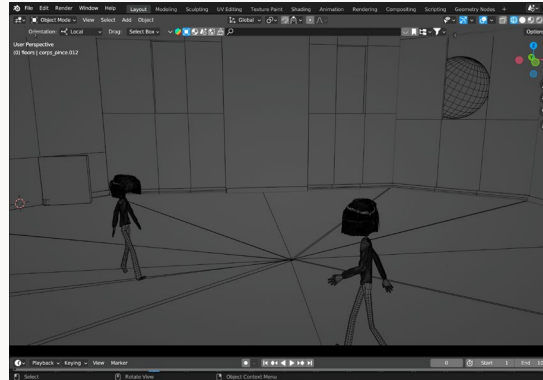
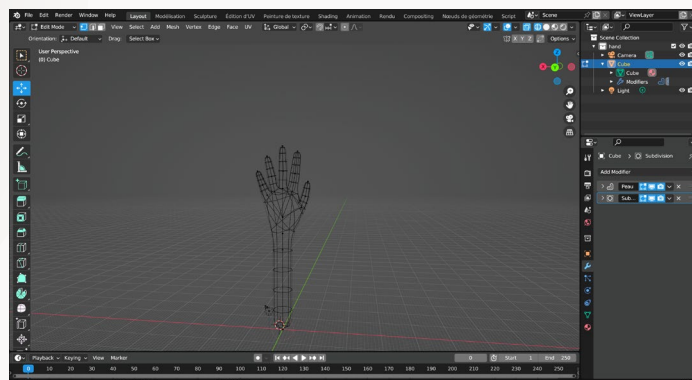
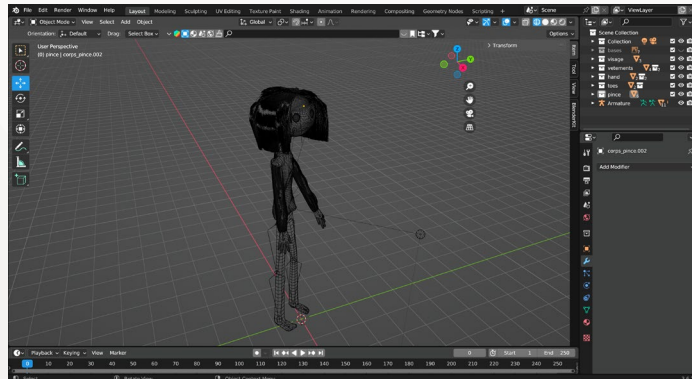
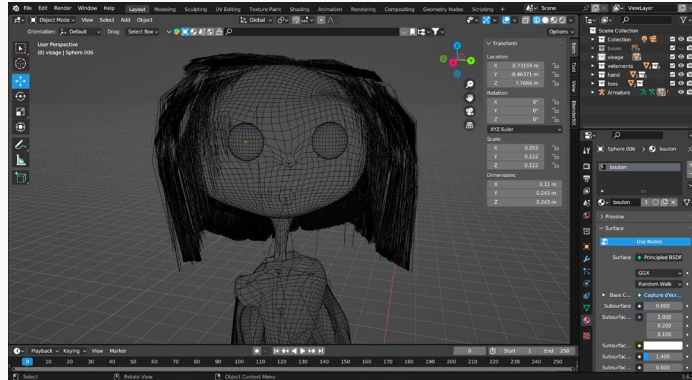
**Software:**   

School Project (2024)



# CORALINE SCENE & CHARACTER

## 3D MODELING & ANIMATION





# CORALINE SCENE & CHARACTER

## 3D MODELING & ANIMATION



# JOY DIVISION ALBUM COVER

## CODING

A generative art project recreating the iconic *Unknown Pleasures* album cover by Joy Division using p5.js. The design was entirely coded, exploring creative coding techniques to achieve a visually striking and dynamic result.

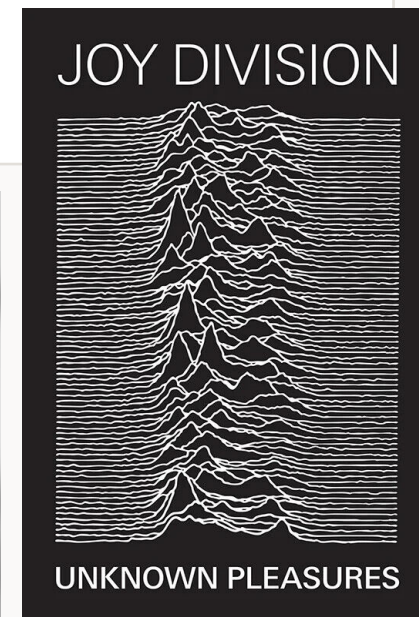
**Constraints:** Reproducing a complex visual effect through code while maintaining artistic integrity.

**What I learned:** How to merge art and programming to create visually compelling generative designs.

**Skills:** Creative coding, generative design, p5.js, visual programming

**Software:** 

**School Project (2023)**





# HORROR STORIES

## PODCAST



An immersive horror podcast where I worked on narration, sound design, and audio mixing to create an engaging and eerie atmosphere. By combining storytelling with carefully crafted sound effects and background music, I enhanced the tension and immersion for the listener.

**Constraints:** Balancing voice clarity with atmospheric sound effects to create an immersive yet intelligible audio experience.

**What I learned:** How to build an engaging auditory narrative through sound layering, timing, and dynamic mixing.

**Skills:** Audio storytelling, sound design, mixing, voice recording

**Software:**  

**School Project (2023)**



# SOUND MIX

## MUSIC COMPOSITION

A pop music composition created as part of an academic exercise, focusing on melody, harmony, and production techniques. This project involved structuring a song, selecting appropriate instrumentals, and refining the final mix for a polished result.

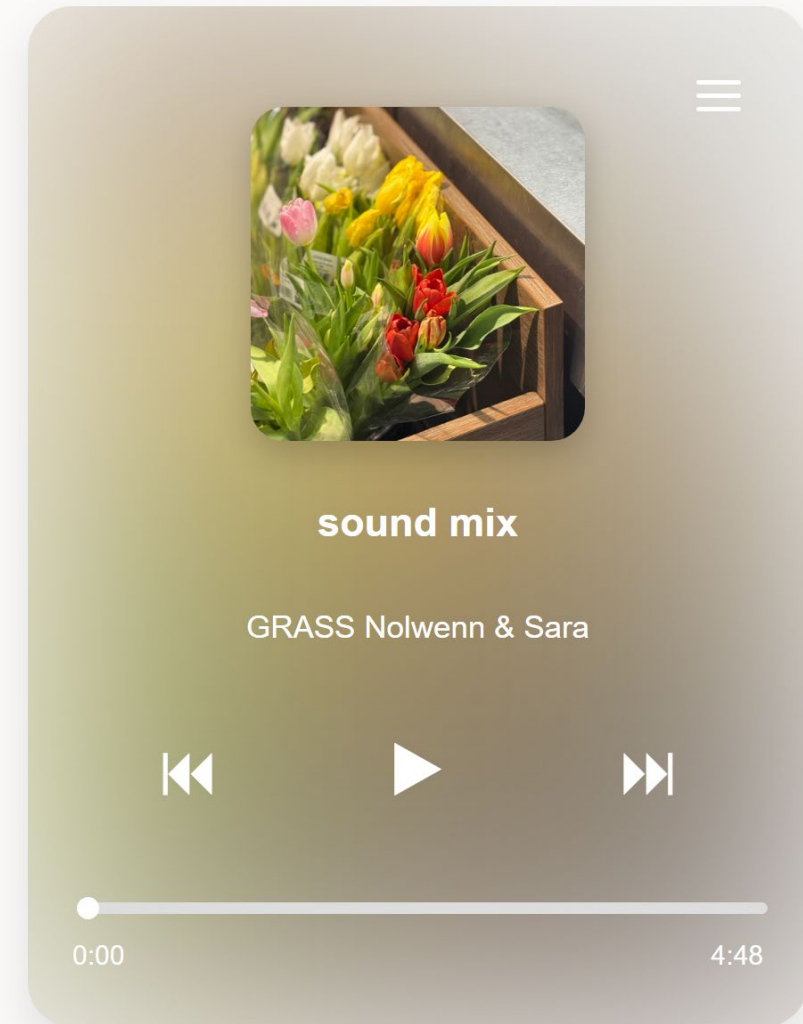
**Constraints:** Adhering to the conventions of pop music while integrating creative elements to make the composition unique.

**What I learned:** How to structure and produce a complete music track while balancing melody, harmony, and rhythm in a digital audio environment.

**Skills:** Music composition, digital audio production, mixing, arrangement

**Software:**  

School Project (2023)

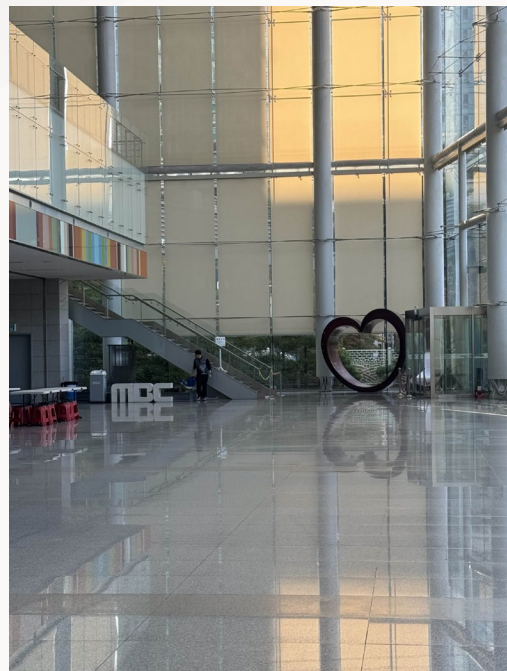




# MBC DREAM CENTER 🎭

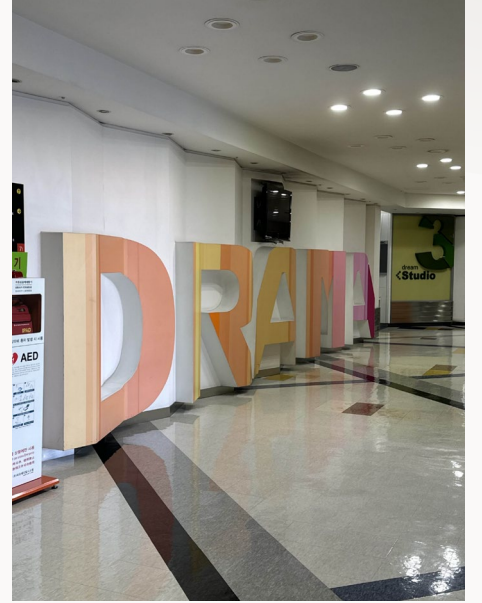
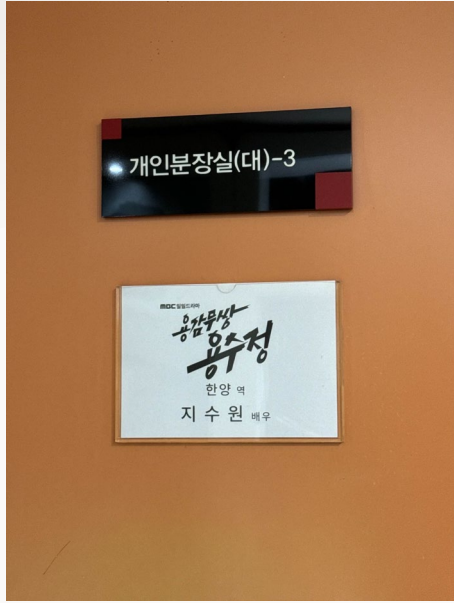
## IMMERSIVE EXPERIENCES

I had the opportunity to explore the behind-the-scenes of one of Korea's top broadcasting networks, MBC, during the *MBC Drama Studio Tour & Drama Rehearsal Visit* in Goyang, South Korea. This immersive experience allowed me to observe live drama rehearsals, analyze set production, and understand the technical aspects of TV production, including script reviews and on-set direction. Experiencing firsthand the creative and technical workflows behind K-drama productions further deepened my passion for visual storytelling and media production.



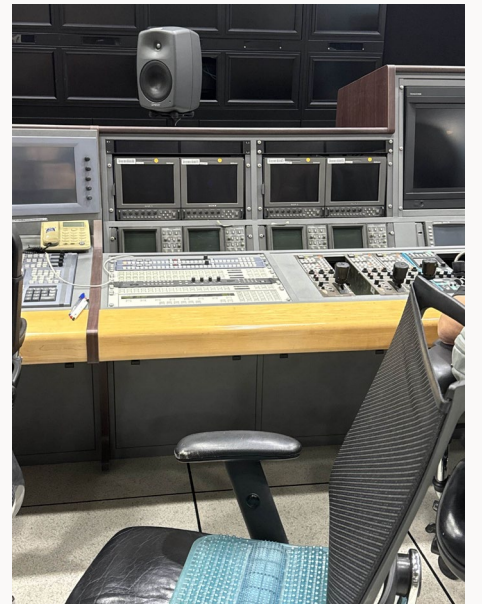
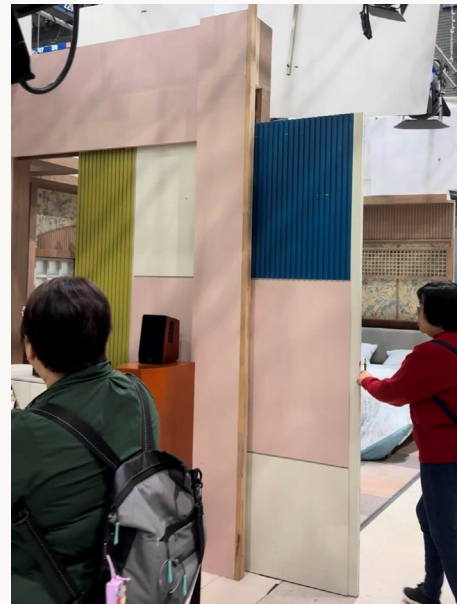


# MBC DREAM CENTER 🎭





# MBC DREAM CENTER 🎭





# EXCHANGE SEMESTER IN JBNU

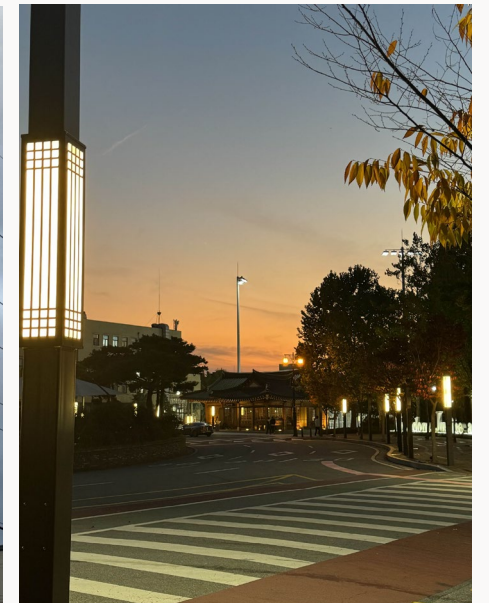
## IMMERSIVE EXPERIENCES

My passion for South Korea extends beyond my studies; I am fascinated by its culture, history, traditional architecture, alphabet, language, values (such as respect and discipline), and, of course, its cuisine. I also had the opportunity to study during the Fall 2024 semester at Jeonbuk National University in Jeonju, South Korea. This experience abroad was incredibly enriching, both professionally and personally. It allowed me to develop my adaptability and independence while immersing myself in a new culture and academic environment. During my time there, I actively participated in university life by joining the Buddy Program and three student clubs: 청산, a board game club; 아울림 (Harmony), a cultural exchange club between Korean and international students; and the English Conversation Club, where we engaged in group activities in English. These experiences not only helped me integrate into the local community but also allowed me to form unforgettable friendships and meaningful connections with people from diverse backgrounds. I had the chance to broaden my horizons, improve my language skills, and gain new perspectives on my field of study. This experience also strengthened my ability to work in an international setting and interact with people from diverse backgrounds, which will be invaluable for my future career.



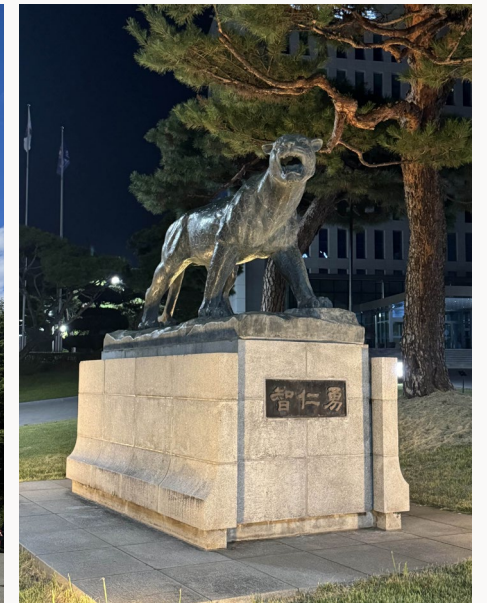
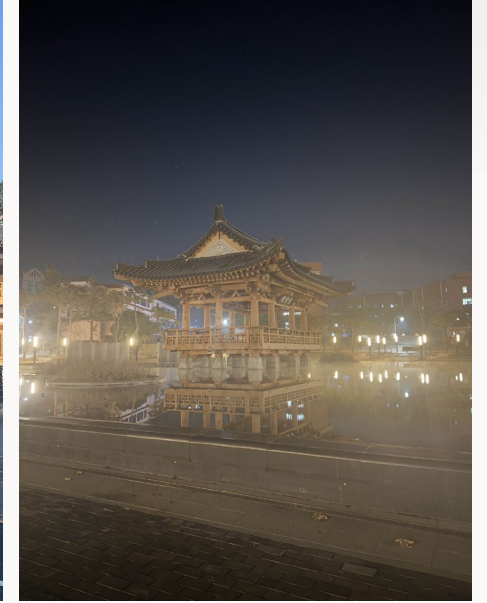


# EXCHANGE SEMESTER IN JBNU





# EXCHANGE SEMESTER IN JBNU





# RESONANCE: WHAT STANDS OUT ✨

*"Nolwenn is a highly motivated student, quick to learn new skills, which she incorporates confidently into her work. She can understand complex information and develop detailed analytical or creative responses when required. Her work is always well-organized and precise, demonstrating a strong sense of responsibility. She is punctual, thoughtful, and consistently meets deadlines with high-quality results."*

— Richard Sanderson, IMAC English Teacher

*"Nolwenn is an excellent student, both in the fields of design and sciences, which makes her highly representative of our engineering program that bridges these two domains. She has always been committed to delivering quality work while maintaining a rigorous and demanding academic path. Given her dedication and ability to adapt to challenges, I strongly recommend her for any professional opportunity."*

— Sylvain Cherrier, IMAC's Headmaster

*"놀웬은 한국어와 한국 문화에 대한 깊은 관심을 가지고 있으며, 컴퓨터, 멀티미디어, 시청각 예술 등 다양한 기술적 분야를 공부하면서도 꾸준히 한국어를 학습해 왔습니다. 교환학생 프로그램은 그동안 간접적으로 접해온 한국과의 연결을 더욱 깊이 할 수 있는 소중한 기회가 될 것입니다. 이번 기회를 통해 다양한 경험을 쌓고 앞으로 훌륭한 엔지니어로 성장할 수 있기를 바라며, 적극적으로 추천합니다."*

*(Nolwenn has a deep passion for Korean language and culture. Alongside her studies in computer science, multimedia, and audiovisual arts, she has demonstrated great perseverance in learning a new language. This exchange opportunity will allow her to further immerse herself in the culture and apply her knowledge in a practical setting. I strongly recommend her, as I believe this experience will contribute significantly to her growth as a future engineer.)*

— Joanna Levy, CAPLA Korean Language Lecturer

*"Graphic design is amazing! They are the experts! Easy to work with, and open to new ideas. I would definitely recommend!"*

— Vera, CEO of Vera Social Landscapes

# WANT TO GET IN TOUCH?

I am actively seeking a **6-month end-of-study internship** in **South Korea, Paris, or Nancy**, starting soon. With a versatile skill set in **video editing, motion design, SNS management, UX/UI design, graphic design, and audiovisual production**, I am eager to contribute my creativity and expertise to a dynamic team. Passionate about **storytelling, multimedia, and interactive experiences**, I am open to roles in **digital content creation, video production, branding, and creative direction**. I can work alone or cooperating in a team.

If you're looking for a **motivated, detail-oriented, and adaptable intern**, let's connect! I like learning things, so even if my profile does not exactly match what you're looking for, I will be more than happy to learn new skills while working for you. Let's work together!

Thank you for your time and consideration. I look forward to the possibility of collaborating with you!

*click on the contact method you  
wish to use to get in touch with me  
or on my website address to visit it*

