



LAURENT CARCELLE

Graphic
& motion designer,
Art director

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Education

September 2014 – June 2015

Higher Diploma in Graphic and Motion design, from the Gobelins school of arts, in Paris; art direction, project management

September 2013 – June 2014

Intensive studies in preparation for competitive entrance examinations for art schools, at EAP, Paris

September 2011 – June 2012

Bachelor's degree in visual communication, from Strasbourg University (France): graphic design, video making, web design

September 2009 – June 2011

Communication degree, from University of Lorraine (France): theoretical communication, marketing, graphic design, video making, web, project management

Skills

Design and creative fields

Branding, identity, 2D and 3D animation, broadcast and title sequence design, typography, illustration, projection mapping...

Software and platforms

Illustrator, Photoshop, Indesign, After Effects, Cinema 4D, Premiere Pro, Final Cut, Wordpress, Prestashop

Video equipment

Basic knowledge of shooting, lighting, sound

Computer programming

Basic knowledge of languages: HTML, PHP, MySQL, CSS, Javascript

Spoken languages

French (native speaker), English (fluent), German (basic notions)

Experience

October 2015 – Present

Freelance graphic & motion designer, art director

June – August 2015

Internship at Favorite Color, a New York based studio; designing motion graphics, 2D and 3D animation projects for television and advertising, from concept to delivery.

From September 2014

Volunteer graphic designer for Be More, a New York based association supporting exchange and comprehension between communities.

July 2012 – July 2013

Full time position, graphic and motion designer at Carbone Café, a French broadcasting communication agency; designing and producing motion graphics films and visual special effects, in collaboration with clients

February – June 2012

Internship at Arte, a major French-German, culture oriented television network; designing broadcast packages and branding platforms

April – August 2011

Internship in Ideal Production, a French communication agency; took full charge of the whole workflow for print, web and web tv related projects

February 2011

Background actor in Guy Ritchie's « Sherlock Holmes: A Game of Shadows »

September 2010 – March 2011

Project manager for « 48 Hours for a Short Movie », film contest involving the writing and making of a short movie in only two days; 200 participants

Interests

Inspiration

Drawing, visual art and design, storytelling arts, digital design, music...

Travelling

most of France, United States, Canada, England, Germany, Italy, Spain, Finland, Russia...