

Switzerland

## SKILLS

Data analysis

3D animation

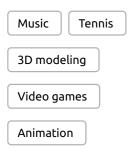
# LANGUAGES

French Native or Bilingual Proficiency

English Native or Bilingual Proficiency

German Limited Working Proficiency

## **INTERESTS**



# Valentin Jacquat

Project Manager, Computer Scientist & 3D Artist

Project manager with a passion for innovation and digital technologies.

# **EDUCATION**

#### Master in Computer Science EPFL

09/2019 - 04/2022

Courses and related projects

- Advanced Computer Graphics
- Virtual Reality
- Machine Learning

- Complete ray tracer in C++
- VR game for Oculus Quest in Unity
- Recommender system in Python

## WORK EXPERIENCE

#### International innovation project manager Cartier SA

04/2024 - Present Achievements/Tasks

- Built and deployed immersive experiences using real-time 3D software
- Managed the extension of a visual content production pipeline for e-commerce
- Created videos based on 3D data for the watchmaking manufacture
- Developed new product visualization experiences for e-commerce platforms
- Created an interactive learning experience on leather goods crafting

### Project manager and 3D Artist Manufactures Cartier Horlogerie

04/2022 - 04/2024 Achievements/Tasks

- Product Owner of a visual content production pipeline based on 3D data
- Developed a real-time 3D application with Unity
- Created animations and realistic renders of Cartier products
- Project manager for a multi-user VR application

# Master project internship

Artanim

10/2021 - 04/2022

Achievements/Tasks

- Research project on character animation techniques for VR
- Developed a multiplayer VR experience with Unity
- Conducted an experimental study on real subjects

Software engineer internship Eyeware Tech

02/2021 - 08/2021 Achievements/Tasks Developed an eye tracking SDK for Unity

Developed eye tracking interactions

La Chaux-de-Fonds, Switzerland

Meyrin, Switzerland

Meyrin, Switzerland

Martigny, Switzerland