



Switzerland

SKILLS

Project Management

Product Owner

Agile

Scrum

Software development

Data analysis

3D animation

LANGUAGES

French

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency

German

Limited Working Proficiency

INTERESTS

Music

Tennis

3D modeling

Video games

Animation

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

Meyrin, Switzerland

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

La Chaux-de-Fonds, Switzerland

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

Meyrin, Switzerland

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

Martigny, Switzerland

Achievements/Tasks

- Developed an eye tracking SDK for Unity
- Developed eye tracking interactions