Nathanaël Vianin

Interaction Designer graduated from ECAL

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Skills

Apt at creating immersive web experiences using Three.js for dynamic, data-driven 3D visuals on the web.

Proficient in shader development, procedural generation, and asset optimization for real-time rendering, emphasizing stunning graphics and efficiency.

Knowledgeable in creating high-quality renders, animations, and game assets using Blender.

Skilled in creating AR filters using Spark AR Studio and implementing custom solutions for hand, body, and face tracking with MediaPipe.

Professional Experience

11.2025 – 01.2027 **Alsensia**, AlsensiaVR
Biofeedback-enhanced VR wellness application
Unity, Meta Quest 3, custom Bluetooth biofeedback hardware, developed toward medical-device certification.

04.2023 – today **Technology Explorations & Game Prototypes**
Personal projects

02.2023 – 04.2023 **UX Designer Internship**
5D Multimedia & Web Communication, Lausanne

2021 – 2024 **Animator - Heliotrip**, VR music video
Music video for Dragon by VONFELT, 2024
Palais Augmenté, Paris, 2022
Geneva International Film Festival, Geneva, 2021

2022 **Programmer/Designer - Abyssal Reflection**, interactive installation, co-created with Iris Moine
Musée de la Main, Lausanne, 2022

2021 **Game Designer/Technical Artist - Rovy**, video game
Numerik Games Festival, Yverdon-les-Bains, 2021

Education

2019 – 2022 **Bachelor's degree in Visual Communication - Media & Interaction Design**
École cantonale d'art de Lausanne (ECAL), Renens

Programming Skills

JavaScript · TypeScript · C# · Rust · Three.js · Godot Engine · Unity Engine
Unreal Engine · Tokio · TouchDesigner · openFrameworks · HTML · CSS
WebAssembly · GLSL · Python

Software Skills

Blender · Photoshop · Illustrator · InDesign · After Effects · Figma · Spark AR Studio

Languages

French	Mother tongue
English	C1

Hobbies

Gaming	My favorite video games include *Half-Life 2*, *Disco Elysium*, *Rimworld*, *Kenshi* and *Fallout: New Vegas*.
Game Development	I work on personal game projects in my free time.
Photography	I fell in love with photography during my foundation year at ERACOM.
Guitar	I've been learning guitar for a few years now.
Books	I greatly enjoy science fiction and fantasy books, my favorites include *Dune*, *The Dark Tower*, *A Canticle for Leibowitz*, *House of Leaves* and the *Discworld* series.
Movies	I love cinema, some of my favorite movies include *Akira*, *On The Silver Globe*, *Parasite* and *Barry Lyndon*, as well as TV shows *Better Call Saul*, *Halt And Catch Fire* and *Cowboy Bebop*.