Mélody Laurent
Digital Project Manager

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- 🪪 Driving licence (B)
- 📍 Canada
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💻 Computer skills

Programming

- Mastery : HTML, CSS, WordPress, LATEX, LOGO …
- Intermediate : SQL, PHP, AS3, JavaScript, C …
- Elementary : C++, Java, Unity, C#, Objective-C…

Graphisme

Adobe Creative Suite (Photoshop, Illustrator, …)

Office

Microsoft Office suites, Framalibre tools, digital contributives tools (coggle it, trello, …)

A Languages

French

Mother tongue.

English

* English Teacher at "Université Paris 8-Vincennes" 2019-2022
* Travels: Armenia, Europe, Turkey, United States.

Spanish

Education and Travels (Spain, Argentina)

🏆 Assets

Autonomy of realization and design

Economic and financial responsibility

👥 Interests

Digital artwork philosophy, educational technologies.

Sport: horse riding (15y), swim.

Eligible for "International Experience Canada" (Young Professional+Working Holiday)

Work experience

Since January 2021

Designer and Project manager - Digital
Universcience - "La Cité des sciences et de l'industrie" and " Le Palais de la Découverte" Paris, France

- Contributing to scientific mediation by proposing digital devices;
- Ensureing product design in conjunction with exhibition curators;
- Management of digital projects.

Since January 2019

Part-time university teacher - English and Digital project
Université Paris 8 | Vincennes - Saint-Denis Paris, France

From the Professional Bachelor's degree in Mobile Webdesign to the Master's degree in Artificial Intelligence Engineering.

From 2018 to 2021

Project manager - Digital Transformation
Chancellerie des Universités de Paris - La Sorbonne at Paris, France

- Designer and development of digital projects to promote the Sorbonne's heritage:- siris.sorbonne.fr/
- Research in Communication and Information Sciences (CIS) based on the project led by SIRIS;
- Supervision of students.

From 2014 to 2018

Young researcher - Information and Systems Technologies
Université de Technologies de Compiègne Compiègne, France

- Interactive Storytelling in Virtual Environment
- Keywords: virtual environment, scenarisation, uchronia, game design, reflexivity, debriefing, Narrative construction
- Supervision activities: engineering students

From 2015 to 2017

Scientific mediator - Mathematics
Palais de la Découverte Paris, France

2013

Qualification Manager - IT
Éditions Francis Lefebvre Levallois-Perret, France

From 2012 to 2013

Blind teacher's assistant - Mathematics
Lycée Buffon, Académie de Paris Paris, France

From 2010 to 2011

Assistant Project Manager - Multimedia
Cité des Sciences et de l'Industrie de Paris Paris, France

Education

From 2014 to 2018

PhD - Information and Systems Technologies
Université de Technologies de Compiègne & Université de Genève Compiègne, France // Geneva, Switzerland

From 2011 to 2014

Master's degree - Mathematics and Computer Science, Artificial Intelligence
Université Paris Descartes Paris - France

From 2009 to 2010

Professional Bachelor's Degree - Multimedia
GOBELINS, l'école de l'image Paris - France

Additional education

From 2015 to 2016

Psychopedagogical Bases of Educational Technologies
University of Geneva Geneva, Switzerland

From 2019 to 2020

Practice of philosophical workshops with children
Les Petites Lumières Paris, France

2019

Teaching French as a Foreign Language (FLE)
CAVILAM, Alliance Française de Vichy MOOC