

Creative Technologist / Frontend Engineer

profile

Creative technologist bridging design, code and emerging technologies.
Experienced in building interactive systems, voice interfaces and connected products. Strong focus on prototyping and translating complex technologies into tangible user experiences.
Background: Snips / Sonos, MIT Media Lab, R&D environments.

AI systems engineering

- Designed and built interactive systems combining voice, light and real-time feedback
- Developed AI-driven prototypes integrating local models and user interfaces
- Created connected objects and IoT systems (hardware + software)

work experience

2019	Snips / Sonos Senior Voice Experience Technologist • Designed and prototyped voice-first user experiences • Contributed to product definition of Sonos Voice Control • Explored new interaction paradigms beyond traditional UI	Paris, FRANCE
2018	Snips Hacker in Residence • Built 20 functional prototypes exploring interaction systems • Worked on voice and post-voice interaction paradigms	Paris, FRANCE
2017	Dailymotion Design Systems Technologist • Built and maintained design system tooling • Developed interface generation and translation tools • Contributed to DesignOps workflows	Paris, FRANCE
2015	Joshfire Lead Developer R&D / in charge of innovation • Built IoT systems and connected device architectures • Developed hardware/software prototypes for major clients • Led innovation projects combining embedded systems and backend services	Paris, FRANCE
2014	SAP Lab Innovation Prototyper • Worked within the Chairman's project team on diverse innovative projects • Built a tool to share screens and applications in interactive meetings • This prototype later evolved into CoScreen, later acquired by Datadog	Palo Alto, USA
2013	Saatchi & Saatchi + Duke Creative Technologist • Developed prototypes for Toyota, ClubMed, VISA Premier, Veuve Clicquot, and Piaget	Paris, FRANCE
2012	Publications • SIGCHI 2012 / LAVAL VIRTUAL 2012 • SPRayCE publications on Intel & Vice CreativeProjects / PFSK	Austin/Laval
2011	M.I.T Media Lab Fluid Interface Group Internship • Creation of SPRayCE (Space Spray), a spray-based device allowing drawing in mid-air	Cambridge, USA

2010	JRL-AIST Internship	Tsukuba, JAPAN
	• Non-smooth contact model for fast dynamic computation of poly-articulated bodies • Handled haptic devices for dynamic simulation • Final demonstrator of the European Commission project "ImmerSense"	

education

2011 2013	– STRATE COLLEGE DESIGNER (master degree) industrial / interaction design	Sèvres, FRANCE
	• interactive design • video production / realisation / post-production • desktop publishing (Illustrator, Photoshop, Indesign) • arduino project and development of interactive systems • packaging and retail design	
2010 2011	– ECOLE NATIONALE SUPÉRIEURE DES ARTS ET MÉTIERS (master degree) innovation and virtual reality engineering (master degree) numerical modelisation in virtual reality	Laval, FRANCE
	• virtual reality / augmented reality • devices for virtual reality and haptics • 3D modeling and animation • real-time 3D and video games • human computer interaction • conducting innovative projects management	
2008 2010	– ECOLE NORMALE SUPÉRIEURE (master degree) mechanical engineer	Cachan, FRANCE
	• modelisation of solid and fluid continua • CAD and PLM • vibrations and waves • numerical methods for PDEs • material sciences • discrete event systems • design and dimensioning for mechanical transmissions • command in manufacturing systems • numerical resolution methods • fluid dynamics • prototyping industrial products	

extras

- technology enthusiast, maker
- Python, objective-c, nodejs, web-dev, mongodb, fusion360, 3DS max, PCB making, unity3D, Ollama
- DIY homelab: local AI models, GPU nodes storage, observability brain, voice orchestration experiments
- voice assistant prototype combining lighting control with live storytelling
- DIY electronics, IoT, robot arm, 3D print
- music composition and experimental instruments
- photography / computer generated art
- fluent French / speaking and writing English / native Korean