



# Hugo Hilaire

## Technical Artist & Creative Technologist

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Creative technologist based in Paris, France. I build visual systems and procedural tools in the fields of immersive and interactive experiences. I'm building apps, installations, games and prototypes for high-end brands.

### Skills

C++/C# - WebGL - Shaders (GLSL) - Houdini - Unity - Blender - JavaScript  
Real-time 3D - Motion design (2D/3D) - Interaction design - Technical direction

### Professional experiences

#### **Freelance Creative Technologist** - feb. 2017 - present

Building tailor-made immersive experiences.

**Clients** : Ubisoft · Dior · Hermès · Lacoste

**Skills** : Development (C++, Python, ...) · Unity (C#) · Shaders (GLSL, HLSL) · Web development (JavaScript, WebGL) · Interaction design · Linux · GUIs · ffmpeg

#### **Associate Professor @ Ecole Estienne, Paris** - feb. 2017 - present

Tutoring DSAA (Master) students in Design and Digital Creation in the making of their diploma project, providing creative and technical directions.

#### **Technical Artist @ Riverman, Paris** - dec. 2023 - feb. 2024

Houdini and Unity simulation for sea-creatures animations.

**Skills**: Houdini · Unity · C# · Blender · Rigging/Skinning

#### **Lead Creative Tech @ Soixante circuits, Paris** - July 2022 - Feb. 2023

Technical direction for digital experiences.

**Clients** : Chanel · Renault

**Skills** : Technical Direction · Management · Project management · Development (JavaScript, Node.js, Python) · Interaction design

#### **Senior WebGL Developer @ Enjoy The Weather, remote (USA)** - dec. 2021 - June 2022

Development of a 2D animation engine for Nike brand marketing teams.

**Skills** : Three.js · GLSL · Web development (JavaScript) · Motion design

**Creative Developer @ Soixante circuits, Paris** - may 2014 - janv. 2017

*Interactive software development.*

**Clients** : YSL · L'Oréal · Dior · Nespresso, ...

**Skills** : Creative technology (C++, Kinect, Raspberry Pi, Arduino, ...) · Unity (C#) · JavaScript (Three.js, Vue.js, Node.js, ...) · WebGL · GLSL · Linux

**Motion Designer @ Les Artisans Numériques, Paris** - may 2012 -sept. 2012

*Creating motion designs using Adobe After Effects.*

## *Education*

**L'Ecole Multimédia, Paris** - 2014 - 2015

*Mobile Application Developer*

**UQÀM, Montréal** - 2013 - 2014

*Exchange: Visual and Media Arts*

**Gustave Eiffel University (UPEMLV), Noisy-le-Grand** - 2011 - 2014

*Bachelor's degree in Visual Studies, Multimedia and Digital Arts (with honors)*

**Claude-Nicolas Ledoux High School | EBTP, Vincennes** - 2009 - 2011

*Baccalauréat STI Applied Arts*