

Count the
Glaçon in my
portfolio



NOÉMIE HORTA / COLENICO

SOFT SKILLS

Live with **sketches, humour**
and **rigour**
Dynamic and **expressive**
Great **communication**

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PORTFOLIO

EDUCATION

Master Création Numérique - Animated media and interactivity (Master's degree) : 2024/26
University Paul - Valéry Montpellier III

- Skills development (**montage, FX, 3D, animation, compositing**)
- Learning about new tools : VR, AR, MetaQuest, **Unity**, Python using blender

Licence Pro Jeu Vidéo (B.A in Game Design) : 2023/24
University Paul - Valéry Montpellier III

- **Assets intergration** in **game engines**
- Basics about **3D animation** and **modelling**
- Intensive research projects, making of games with a team
- Professionnal meetings ; **Artefacts studio** : UI/UX ; **lello Games** board games ; **Ubisoft/Digixart** : Game Design, QA

DNMADE Cinéma d'Animation (B.A. in Animation) : 2020/23
Highschool René Descartes - Cournon d'Auvergne

- **2D Animation, rigour in drawings**
- **Technical and graphic knowledge**
- **Storytelling for stories and characters**
- Use of digital tools for **editing** and **sound**

French Baccalaureat ; STD2A : 2018/20
Technical college Jean Dupuy - Tarbes

- Qualifacation with distinction
- Introduction to **art, culture, graphic design** and **images**

INTERESTS



WORK EXPERIENCE

September/December 2026 Production of films in duo. Internship made as part of the **Miranda** project of the university Paul Valéry Montpellier III in which we were ask to make movies for the museum **Narbo Via** in Narbonne.

May/August 2025 UI/UX internship at Eden Games in Lyon. Four months internship in UI/UX for the video game Gear Club Unlimited 3. First employment in a Video Game Studio which permitted me to upgrade my skills in Unity, Figma, Illustrator and Photoshop. I created assets and integrated them. I also discovered how to use professionn tools such as Atlassian, Jira and Slack.

July/August 2022 Internship at Sacrebleu Productions. Colorist for the VR project « **Ito Meikyū** » by **Boris Labbé** in Lannemezan. Drawings made with colored ink and indian ink on paper, clean Photoshop and compositing with After Effects.

June 2022 Internship at Nadasdy Films in Geneva. Colorist on the project « **Pebble Hill** » by **Marjolaine Perreten**. 2D movie made with TVPaint ; Cristal for a TV production movie, Annecy International Animation Film Festival, 2023.

Summer job : **July/August 2024 Commercial employee**, Buffalo Grill, Tarbes.

PERSONNAL WORK EXPERIENCE

January/February 2026 Realisation of two video game projects. Teamwork during the Master Création Numérique, mixing 2D & 3D using Godot and Unity : [Observatori](#) & [Cyberneüs](#).

August 2025 Game Jam GMTK 2025 as part of a team within **Eden Games** studio. Creation of the game Glaçon's Theatre with the theme «Loop» : [Glaçon's Theatre on Itch.io](#).

October 2022 to June 2023 Realisation of my graduation film Basso made alone. Writing, realisation, animation, compositing, montage and sound-design.

ABILITIES

Softwares :

Graphic design and
animation :

TVPAIN
PHOTOSHOP
ILLUSTRATOR
PREMIERE PRO

FIGMA
INDESIGN
AFTER EFFECTS
KRITA

3D/ Game Engines
and Interactivity :

BLENDER
UNITY

UNREAL ENGINE
GODOT

Organisation :

MIRO
TRELLO

NOTION
JIRA

Languages :

