



victoria nine

creative technical director,
experiential systems

- Systems architecture, interactive engineering, experiential design
- Led projects for Google, Netflix, The Met, Spotify and more
- Figma Config speaker

- 33 years old
- Kyoto, Japan
- +447738048163
- victoria-nine@orion9.net
- orion9.net

EXPERIENCE (SELECTED)

creative technical director

— Freelance (10.2025 - present)

senior design engineer

— GitHub, Oxford, United Kingdom, Remote (05.2024 - present)

Leading R&D initiatives through prototyping and experiential design to transform our marketing surfaces into interactive product experiences. Delivering and leading technical work on high-visibility marketing pages as part of cross-disciplinary teams: Homepage, Universe, Galaxy. Evolving technical tooling for various Design Engineering teams. Running technical and creative workshops and mentoring peers. Representing GitHub at industry conferences as a speaker (Figma Config in San Francisco).

creative technical lead

— Unit9, London, United Kingdom, Remote (03.2021 - 04.2024)

Technical hands-on direction of interactive campaigns: experimental websites (including video games), IoT devices. Leadership throughout the pitch, discovery, production, QA, and post-mortem phases. Bridged the technical, creative and production teams, managed the technical side of client relations. Authored and maintained the internal web department framework, including its audio engine. Ran technical and creative workshops. Mentoring.

Clients: Google, Netflix, Spotify, HBO, The Met, MTV, Coca-Cola, and many more

senior front-end developer

— Unit9, London, United Kingdom, Remote (02.2018 - 03.2021)

AWARDS (SELECTED)

- webby awards - verizon: the met replica - webby winner
- the fwa - spotify x league of legends: worlds - fwa of the day
- the fwa - netflix: la casa de papel - fwa of the day
- the fwa - johnnie walker: dragon glass - fwa of the day
- the fwa - lexus: takumi living - fwa of the day
- the fwa - oneplus: crackables 2.0 - fwa of the day
- the fwa - toyota: gold cup - fwa of the day

EDUCATION

music & sound design

— ISART Digital, Paris, France (2012 - 2013)

Work-and-study program. Sound programming (Unity3D), recording techniques, editing and synthesis, soundtrack writing for animated movies and video games.

dut multimedia and internet careers

— valedictorian both years, Paris XIII University (2010 - 2012)

Programming, graphic and web design, web and mobile UX, audio/video digitisation and processing, communication, marketing. Graduation project (AS3 Flash video game): project director, sound designer and UI designer.

french baccalaureate in science

— with honors (2010)

SKILLS & TOOLS

development

TypeScript, React, Vue, Next.js, Nuxt.js, Node.js, GSAP, PixiJS, WebAudio API, GraphQL, Socket.io, Redis, Supabase, Docker, Git, creative technology, technical leadership, systems architecture, full-stack development, game development, interactive engineering, R&D, prototyping, CI/CD, DevOps (Google Cloud Platform)

design & audio

Figma, Photoshop, Illustrator, Premiere Pro, experiential design, interactive storytelling, UI/UX design, audio production (Cubase, Logic, Adobe Audition)

LANGUAGES

french

— native

japanese

— intermediate

english

— fluent

german

— basic

Hi,

I'm a creative technical director with 12 years of experience in the digital creative industry. I design and build award-winning experiential systems. You can find a selected showcase [here](#). Feel free to check out my interactive cover letter [here](#), and my LinkedIn profile [here](#).

I treat technology as a storytelling medium: using emerging technologies and distributed full-stack architecture to craft digital interactive experiences that resonate with people. I've led teams delivering projects for clients such as Google, Netflix, Spotify, HBO, The Met, MTV, Coca-Cola, and more, bridging engineering with design, production and client teams. A lifelong learner, I have expertise in systems architecture, experiential design, web/game development, technical project management, and audio production.

Across production cycles, I build and standardise the technical infrastructure and workflows that development teams rely on to deliver their best work. Both strategic and hands-on, I set the technical vision on project work, build the internal systems (from event-driven UI engines, design and animation systems to multiplayer backend runtimes and compiler pipelines), and lead technical production from concept through delivery.

Let's build something memorable together. I am looking forward to hearing more from you soon.

Kind regards,
Victoria Bissengué, aka Victoria Nine