



victoria nine

creative technical lead + musician

creative, reactive, rigorous, curious... and delighted to meet you. let's shape amazing projects together!

31 years old

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EXPERIENCE (SELECTED)

creative technical lead

— Unit9, London, United Kingdom (03.2021 -)

I've bridged the technical and creative teams to deliver innovative digital experiences: I've led the development teams by hands-on example and helped the production team prepare creative pitches and manage the technical side of client relations. Additionally, I've created and maintained the full-stack internal framework (based on Next.js, which includes a robust design system as well as an audio engine) used by the web department to bootstrap projects. I've run workshops for the development team, and mentored junior developers.

senior front-end developer

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

front-end developer

— Canal+, Paris, France (03.2017 - 02.2018)

Complete overhaul of the legacy e-commerce website using a modern technical stack. Work with the design team to build interactive micro-sites. Lead the development team on CSS architecture, UI development and animations (choice of tools, UX prototyping, best practices).

front-end & in-house framework developer

— Dinahmoe, Stockholm, Sweden (10.2015 - 11.2016)

Client work and in-house framework development: maintenance and features such as animation modules and real-time audio processing via WebAudio (Tuna.js library refactoring: reverb/distortion/filter/etc. effects, MIDI features, sample syncing and USB remote control of Arduino devices via Socket.io).

AWARDS (SELECTED)

the fwa - spotify: worlds 2021 - fwa of the day

the fwa - spotify: worlds 2021 - mobile 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.

hnd multimedia and internet careers

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

Programming, graphic and web design, web and mobile UX, audio/video digitization 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

HTML5, CSS3, ESnext, TypeScript, Node.js, React, styled-components, SASS, Next.js, GSAP, PixiJS, WebAudio, Canvas, Webpack, Storybook, Cypress, Strapi, GraphQL, Git, software architecture (client one-shot projects, monorepo long-term products, deployment best practices), DevOps (Google Cloud Platform), mentoring, client technical management, framework development

design & audio

Photoshop, Illustrator, Premiere Pro, UI design, UX design, audio production (Cubase, Adobe Audition, Fruity Loops), sound design, songwriting, soundtrack writing

LANGUAGES

french

— native

english

— fluent

japanese

— intermediate

german

— basic