

Nicolas Barradeau

senior creative developer

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EXPERIENCE

Google Arts & Culture Lab, remote – “*artist in residence*”

August 2019 to NOW

R&D around the uses of genAI models in the cultural sector. Edutainment applications, dataviz, mini-games, Machine Learning, AR, etc. for the enhancement and preservation of cultural heritage.

Digital Marketing, Paris – *freelance*

January 2010 to July 2019

Called upon to develop "AAA" 2D / 3D frontends, always working closely with Art Directors (D.A.), for the main marketing agencies: PUBLICIS, BETC, DDB, TBWA, BBDO, AKQA, Sid Lee Paris, etc. and for well-known brands (Ubisoft, Renault, SNCF, La Poste...), cultural institutions, cosmetics & luxury.

RAPP Collins, Paris – *lead creative dev*

November 2007 to December 2009

In charge of the production team for rich and animated frontends (Flash!)

SKILLSET

WebGL, JS, CSS, Python, ML, Dataviz & Computer Vision

design tools : 2D, 3D & video
Unity, AR, VR, plotters, cutters...

IMPORTANT

I organized a creative coding event from 2017 to 2019 [GROW Paris](#)

R&D : I try out all the models I can put my hands on.

LANGUAGES

français (native) / english (fluent)

EDUCATION

ENSBA, Lyon – *DNAP et DNSEP*

September 1998 to June 2003

Fine Arts training, obtained the DNAP (3 years) and the DNSEP (5 years), each with honors.

PROJECTS and DISTINCTIONS

I have worked on more than 70 projects; it would be tedious to list them all, but a good third have received awards, notably FWA and AWWWARDS.