



ARTIST - DESIGNER

Creative technologist

Nicolas Mimault

[08.06.1995]

My practice combines lighting design, video mapping, and real-time interactive 3D environments. I experiment with light and data as narrative materials, using immersive forms to question digital narratives and their relation to real and virtual spaces.

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SKILLS

Creative technology

Realtime visuals: Unreal Engine 5, TouchDesigner

Stage design: Resolume, Madmapper

Lightning design: video mapping, LEDs, DMX protocols

Interaction development: Arduino

Multimedia design

Immersive design: Unreal Engine applications, XR

Video: motion design, video editing

Interface ergonomics: UI, UX

Web: Front-end development

Prototyping

3D prototyping: 3ds Max, C4D, Blender

Interfaces: Figma

Languages

French, English, Spanish

ARTISTIC PRACTICE

Speculative installations and critical design

Aur-OS [2025-ongoing]

Immersive installation exploring digital infrastructures and techno-spiritual imaginaries through data and light.

Interstices [2025-ongoing]

Interactive 3D journey into abandoned places using gaussian splatting, exploring feral ecologies and vegetal resistance to spatial norms.

VRTX ltd [Lightning designer]

Former Ascidiacea, we design and produce works in digital and performative arts - since 2020 -

Installations exploring speculative ecologies, developed within Oyé Label & Le Sample residency, reflecting an ongoing interest in research and critical approaches.

EXPERIENCES

Freelance

since 2021
Paris

Creative technologist & designer

- Lighting design and LED integration for Parisian clubs — Papillon (2025), Le Sample (2024)
- Design of lighting installations and an infinity room for European live shows with AMSEM Creative Agency — 2024 - 2025
- Member of the artistic collective SCALE — 2024
- Interactive screen wall development for 60Circuits Studio — 2023
- Virtual production template creation using Unreal Engine and Zero Density for an MMA event at Zénith Paris — 2023
- Real-time 3D lighting previsualization for UVS Creative Agency — 2022

Oyé label

since 2021
Paris

Media artist & VJ

Versatile technicien & artist : stage design, led design and VJing. Immersive design and conception of artistic installations.

On going artistic residency at le Sample Bagnolet.

- Production for Mézigue — RCK Jumeaux music video and audiovisual visualizers — 2025
- Astropolis Festival 2025 — Video-laser set-up with Dylan Côte
- Video creation for the Soleil Noir show — 2024-2025
- Dour Festival 2024 — Balzaal Stage, VJ performance
- Krypta Exhibition, Le Sample — Sample[S] video game installation — 2024
- Video creation and VJing for Mézigue Live Tour — 2024
- Carroussel — Artistic light installation creation — 2022
- Arabic Tour — VJing with Skygge — 2022
- Archipel - 36 Degrés, Atmosphère (Paris) — June 2021

Bright

1yr - 2020
Paris

Designer freelance & project manager

Creative technologist internship and then freelance missions: real-time 3d prototypes, datavisualisation and video game development.

Qwill messenger

6 months - 2018
London

Interaction designer

Design Internship : creation of the institutional website and prototyping the UX of the sign up and backoffice.

Akolit

6 months - 2016
Paris

UI & UX designer

Front-end developement and design Internship : training plateforme creation, interfaces design and graphic branding.

EDUCATION

Master thesis on socio-ecological resilience, focusing on the environmental impact of digital technologies.

SciencesPo, master ITN

2018-2021

Innovation and digital transformation management

Double degree master in design and management

Strate, School of design

2017-2021

Specialize in Interaction & immersive design

EEMI

2013-2016

European School of Internet

Specialize in multimédia design