



# 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 technico-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 development 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