

Emma Grosu

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I am a Media & Interaction Designer. I developed a true passion in crafting immersive narratives through video games or 3D animation. I really enjoy exploring human emotions through the exploration of new digital tools.

EDUCATION

2021 - 2014 **Bachelor Media Interaction Design**
ECAL | Renens, Switzerland

2018 - 2021 **DN MADE Digital Graphic Design**
JACQUES PREVERT | Boulogne, France

2015 - 2018 **Lycée Général Littéraire**
LYCÉE LA BRUYERE | Versailles, France

SKILLS

3D **3D modelisation, animation, realtime**
Blender | Unreal Engine | Cinema 4d | Zbrush
Substance Painter | Daz Studio | Marvelous
Designer

Graphism **Graphic Design, logo, prints, photo**
Indesign | Illustrator | Photoshop | Lightroom

Video **Montage, motion design, animation, post production**
After Effects | Premiere Pro

Web **Interface design, UX-UI, front-end**
Figma | Webflow

AWARDS | EXHIBITIONS

2024

GIFF FESTIVAL

Exhibition & presentation of my diploma project « ESC » Giff Festival, Geneva

2024

HOUSE OF ELECTRONIC ARTS

Exhibition & installation of the project « ESC » at la Hek, Basel.

2024

PAX FOUNDATION AWARD

Award for the project « ESC »

2024

LA BECQUE

Exhibition & installation of the project « Anthracite » at la Becque, Vevey

2024

USM DESIGN GRANT

Award for the project « Anthracite »

2023

SWISSNEXT

Collaboration with SwissNext about the project « Folklore Fusion », Tokyo, Japan

2023

DAZ FESTIVAL

Exhibition of the project « Chimere » at Daz Festival, Zurich