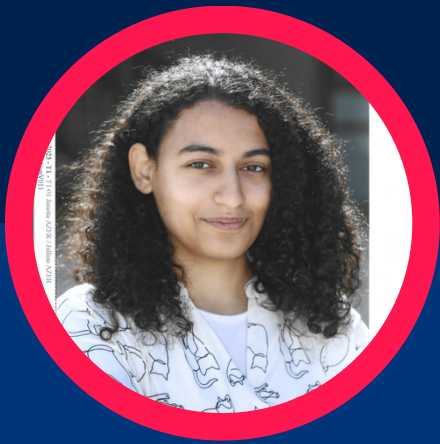




Julline AZER

Seeking a job in graphics or audiovisual-arts

Contact:



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(+33) 07 50 94 40 48



Photoshop



Illustrator



Premiere Pro



Blender



POO

Langages:

French: native

English: intermediate

Spanish: beginner

Egyptian Arabic: intermediate

Education:

- **BA in multimedia of internet 2025 - 2027 in the University of Versailles** = Brings together creativity, art, programming and communication, in order to create be web designer, webmaster, community manager... everything about branding.

We acquire the skills to be versatile, especially through various fields:

- Graphics and design:

learning visual graphics, fonts, visual compositions, branding, UI design, and digital for multimedia, webdesign by managing tools like Photoshop, illustrator, InDesign

- Audiovisual-arts:

learning and managing camera, video production, storytelling, sound design, motions graphics, video editing with PremierePro and DaVinci

- Programming:

learning technical knowledge in web developpement with the structure of HTML, the style with CSS and dynamism with Javascript for UX. The story of how it works, and all bases to make interactives webs, database.

-Communication and Marketing:

learning teamwork for projects, basics of communication strategy, also with digital creation, marketing, social media management foreseeing the issues of multimedia

- **Baccalaureate majoring in Maths and Computer Science** + minoring in fine arts

Skills:

Graphics design:

- Basics in drawing (traditional, anatomy, perspectiv, colorimetrie, composition, volume) + artistic background
- Creating a brand identity with a logo in illustrator
- Webdesign
- Photo editing, values, color-management with Photoshop
- Writing and designing an article for a school magazine

Programming:

- Making 3 website, a guide for designing a program about the used of lenses (group work in python), an opinion website on a film, another interactiv website with HTML and CSS.
- Creating 2D videogames in POO language with the tool of Pyxel studio

Audiovisual-arts:

- Managing camera with values, exposition. Managing sound of the micro
- Video-editing with a group of photos or videos, with effect. Experience beeing a video editor through video gaming for a Youtuber, also for my old youtube channel. With first Videopea and now with Premiere Pro.
- 3D modeling with blender

Created a Portfolio grouping my creations with different media:

https://drive.google.com/file/d/1TdZDnoaZb3RvCuTCbb_NB4127yWTG4zw/view?usp=sharing

Also a Github account for my programmes: <https://github.com/Juju-055/Projets>

PERSPECTIVE JOBS

Graphic designer:

A graphics designer is a person who master a lot of different media , in art creation. First, he's a designer having the basics of drawing; in the field of fine art, but also in the field of multimedia, with photography, fonts, motion-design and 2D or 3D animation. He use all thoses techniques by having the possibility to combine them to offer a work that create a new way to communicate. He manage logiciels like Photoshop, Illustrator, InDesign. He can, by this way, work on a poster, a book, newspaper, a flyer, or even on a Website. (L'infographiste) focus more on the technique of realisation.

As it is a versatile profession, it requires many skills:

- Know the basics of drawing, perspective, anatomy, composition, colorimetry.
- Know how to manage volumes, for example for creating 2D or 3D scenery, or animation.
- Have a good grasp of composition, depending on the format, in order to be able to combine different media. And make reading or visibility accessible.
- Have a critical eye in order to better design a user-friendly interface for the user, reader, or target audience.
- Must adapt to changes in the world and multimedia in order to deliver high-quality work.
- Must be able to communicate, as this is one of the main pillars of the profession, in order to discuss with the client, their team, the director, or other companies.
- managing in Photoshop, Illustrator, InDesign, and After Effects software. Particularly in programming, HTML, and XML.

This profession can be found in various field:

- advertising agencies;
- corporate communications departments;
- video game publishers;
- web agencies;
- animation or film studios;
- the press sector;
- the television sector;
- services companies of ingénieur

VIDEO EDITOR:

The video editor is a person who practices the art of audiovisual with videos or photo series. His role is to organize, compose, adjust, create and add effects, transitions, sounds, videos all in a video format. It uses audiovisual software, such as Premiere Pro, DaVinci and After effects. He must therefore organize and make a video, animation or other fluid and pleasant to watch to identify his targets and clients. It therefore also starts from an artistic basis and communication strategy to be able to select the best things or the best way to illustrate them with image compositions, drawings or 3D models for example; with special effects, it can implement a background, text, or even sounds.

This profession can be perfected with the combination of several ways to convey a message (e.g. drawing, photo animation, sounds).

It therefore requires several skills such as:

Mastery of software, Premiere pro, After effects, DaVinci and in addition Photoshop

Know the basics of compositions, volumes, as well as the rules to establish to better adapt to the viewer or the company

Communication strategy, the goal is to make everything as smooth as possible

Settings for sounds, images, videos and others

have an artistic vision

This profession can be present in different fields:

Cinema, in broadcasting, performing arts or communication