



Raymond Gay

CREATIVE TECHNOLOGIST // DESIGNER

Having come from an industrial background, I now put my technical skills to work in the service of my creativity. I explore and examine new technologies, particularly the concept of the interface – that medium where humans interact not only with one another but also with machines. My aim is to create objects that are accessible to everyone. Curious by nature, my research leads me to design computer programmes, immersive experiences, objects and even soundscapes.

//EDUCATION_

- 2024–2026
↳ **Higher National diploma of Plastic art Expression in computational design and mechatronics**
@ ESAD – TALM, Le Mans, France
- 2021–2022
↳ **Vocational degree in robotics**
@ University of Paul Sabatier, Toulouse, France
- 2019–2021
↳ **Technical degree in electric engineering and industrial computing**
@ University of Paul Sabatier, Toulouse, France

//INFO_

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//WORK-EXPERIENCES_

- 2025: **Pauline Van Dongen Studio**
↳ **Trainee Creative technologist and researcher**
 - > Creation of prototypes
 - > 3D rendering for previews
 - > Advice in electronics and electrical engineering
- 2025: **Recto VRso Festival**
↳ **Exhibitor in the 'Lab' category**
 - > Setting up an interactive installation
 - > Creating educational materials
 - > Presenting to the public
- 2022–2023: **Novalynx**
↳ **Work-study engineer in IT and robotics**
 - > Integration of a 3D scanner.
 - > Programming a simulation tool
- 2021–2022: **Fives Syleps**
↳ **Work-study student in automation and robotics**
 - > Experimental integration of a 3D camera
 - > Documentation and training on 3D cameras
- 2021: **SNCF**
↳ **Trainee railway signalling design agent**
 - > Introduction to railway professions
 - > Training the team on a digital tool

//SKILLS_

./Design

- + 3D modelling & rendering; _____//Fusion360 & Blender
- + Parametric / generative design; _____//Rhino & Grasshopper
- + Workflow automation; _____//Blender

./Digital Manufacturing

- + Rapid prototyping; _____//3D printing
- + Production; _____//Laser cutting, industrial robot

./Electronics

- + Design & prototyping; _____//KiCAD
- + Programming; _____//Arduino IDE (C/C++)

./Software

- + Interaction design & UI/UX design; _____//Figma – Unity
- + Software prototyping; _____//C# – Python
- + Web development; _____//HTML/CSS/JS

./Audio-visual

- + Graphic design & layout; _____//Photoshop – Illustrator
- + Video editing; _____//KdenLive – Vegas
- + Sound design; _____//PData