

Builder of Worlds and Systems

2D-3D Artist, XR Content Creator.

"I create worlds that move people, make them smile, and invite them to think."

XR/Unity Developer specialized in interactive prototyping, isometric 3D environments, and 2D/3D integration. **16+ years of experience in visual design**, combined with solid technical practice in Unity, Blender, and hybrid workflows. Systemic thinking, **fast creativity, autonomy**, clear communication. I am looking for an opportunity in a collaborative, healthy, and innovative environment.

Qualities:

- Creative
- Adaptable
- Systemic thinking
- Resilient
- Clear communication
- Autonomous
- Versatile
- Healthy collaboration
- Respect for boundaries
- Curious

Technical Skills:

- Unity (Visual Scripting, interactions, prototyping)
- Blender (modeling, lighting, ISO scenes)
- Illustrator (expert), Photoshop, Figma
- Web: HTML, CSS, JavaScript
- Flash: mini-games, animations, interactive logic
- A-Frame (WebXR basics)
- Motion & Video: editing, motion design
- Bilingual C2 FR/EN

Education:

XR Training - CEPEGRA - (2006)
Prototyping, Visual Scripting, immersive experiences.

Bachelor in Computer Graphics - HEAJ - (2005-2010)
School specialized in graphic design, digital arts, and interactive media.

International School - Le Verseau - (1998-2004)
Science & Math.

Experience:

Upgrade Communications - Creative/Technical Support - (2007 - 2009)
Creation of visual assets, digital supports, layout, teamwork.

Brussels Airlines - Communication & Operations Support - (2011 - 2014)
Information coordination, external communication, trade show stands, interactive mini-sites & promotional mini-games.

Solvay - Communications Officer - (2016 - 2019)
Visual supports, documentation, Industry 4.0 initiatives (AR/VR, 3D printing, digital tools), event branding & innovation posters.

Extracurricular Childcare Sector - Childcare Worker - (2021 - 2023)
Management of kindergarten and primary school children, lunch break and reception.

Jololex - Graphic Designer / Technician - (2022 - 2025)
Design, layout, technical production, creation of evacuation plans and on-site visits.



Frédéric Gerdorm:

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Portfolio: Fgerdom.com

Drivers Licence: B (EUR) Driving Licence

Interests:

XR, game design, **immersive storytelling**, cyberpunk, VR gaming (Alyx, Gorn, From Other Suns), manga, Gundam, cooking.