

## COMPUTER SKILLS

- ✎ Adobe Creative Suite (especially After Effects, Illustrator and InDesign)
- ✎ HTML, CSS
- ✎ Blender
- ✎ Godot
- ✎ Clip Studio Paint

## LANGUAGES

- ✎ English - C1 (Cambridge Qualification)
- ✎ Chinese - A2
- ✎ French - native

## INTERESTS

- ✎ Silk-screen printing courses at Paris Atelier
- ✎ 3D design and printing
- ✎ Programming
- ✎ Conferences on anthropology, design and art
- ✎ Reading

## EDUCATION

2026-2028

**MA candidate in Design, Creative Strategies and Media (National Diploma of Applied Arts)**

École Estienne (School of Graphic Arts and Industries), Paris, France.

2026

**BA in Graphic Design and Communication Strategy (National Diploma in Arts and Design), graduated with distinction**

École Estienne (School of Graphic Arts and Industries), Paris, France.

2023

**Baccalaureate with distinction, Fine Arts option.**

## INTERNSHIPS

**Ruedi Baur - Civic City, Paris, France.**

Graphic design for cultural exhibitions: communication, installation, visual identity.

**Trames Studio, Sète, France.**

Design assistant: sewn binding, spiral binding and risograph printing.

**Slumberland Agency, Paris, France.**

Art direction assistant: research, logos and posters for the 50th anniversary of the Deauville American Film Festival and for the « Vincennes Château de Lumière » event.

## WORKSHOPS

**[Julia Waters]  
« Pocket Propaganda »**

Politically engaged foldable posters, screen-printed.

**[Théâtre 14]**

Discussions with the theatre's management and creation of a visual identity and brand guidelines.

**[Timothée Gouraud]  
« What Do We Care About »**

Large-format typographic experimentation.

**[Sarah Garcin]**

Collaborative web-to-print publishing project for a radio show.

**AMELIA  
PELLERIN**

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21, French



**Looking for an internship in graphic design and art direction from February 15 to May 7, 2027.**

I'm a graphic design student driven by a passion for communicating ideas and stories through engaging, interactive media such as motion design and games. I'm naturally curious, whether it's about learning new software or exploring anthropology, design and art.