

Antoine Liberman

About

21 years old, I'm a master's student in Graphic Design with a focus on Editorial Design currently at ESADHaR (Ecole Supérieure d'Art et Design du Havre - Rouen). Great enthusiasm combining usability, functionality, and aesthetics to craft smart and impactful experiences.

Education

DNSEP Graphic Design & Editorial
2023 - 2025, École Supérieure d'Art et Design du Havre - Rouen (ESADHaR)

DNMADE Augmented Graphism
2020 - 2023, Lycée J. Prévert, Boulogne-Billancourt
Research thesis on the relationship between the graphic designer and the paper material, establishing a study of the main interactive properties of the material to renew the sensations generated by the creation, use and reception of the printed object, through a return to artisanal production and printing practices.

My diploma project was built around this question: How to harness the potential of the printed book to offer a renewed and interactive reading experience? It seeks to provide a response to this question through a research endeavor focusing on various approaches to the utilization of paper material within renowned literary works.

thesis supervisor: Romuald Roudier-Théron
[with jury congratulations](#)

High school diploma - Baccalauréat
2017 - 2020, Lycée C.Monet, Paris
High school graduation, Sciences and biology
[with distinction](#)

GCSE - Brevet des collèges
2017, Collège J.Moulin, Paris
[with distinction](#)

Skills

Languages

French (native)
English
German (notions, high school)

Image

Photoshop
Illustrator
InDesign
Lightroom
CameraRaw
Glyphs
BirdFont

Animation & 3D

After Effects
Premiere Pro
Cinema 4D - octane renderer
Blender
Zbrush
TouchDesigner

Coding & Web languages

HTML5
CSS3
JavaScript
Processing & P5

Interests & extra-curricular practices

Photography

Digital photography, since 5 years
Film photography, for 2 years,
production of a photographic fanzine

Music

Piano
(5 years of course + 5 years in self-teaching)

Voluntary sector

Participation in maraudes and realization of photos as well as a mini-documentary film for the association [Un Repas Avant L'aube](#)⁷

Jobs

[Partnership] Publishing

2023, with le Musée d'Archéologie Nationale[↗]
creation of a small editorial object for children
to mediate the part of the museum devoted
to the Palaeolithic, printed in risography
at [Quintal Atelier](#)[↗]

[Internship] Art direction graphic design & communication

april 2022 - july 2022, with [L'Associé](#)[↗]
artistic direction and graphic design on many
visual identity, print, packaging, 3D, UX/UI
projects (Google, Chandon, Phyto, Lierac, France
Nature Environnement, Auchan, Soupline)

[Partnership] Publishing

2022, with [Théâtre 71](#)[↗] de Malakoff
Realization of an editorial project of mediation
of the *ZugZwang* play by the Galactik Ensemble
for Théâtre 71 located in Malakoff

[Internship] Photography

2021, with [Igor Kov](#)[↗]
Introduction to shooting and directing, photographer
on stage on the realization of a music video clip

Experiences

[Workshop] Screen Printing

2023, conducted by [Harmen Liemburg](#)[↗] & [Yann Owens](#)[↗]
research and experimentation by printing
and overprinting screen printing using more
or less opaque inks

[Workshop] Creative Coding

2021, conducted by [Christophe Lemaître](#)[↗]
Theoretical and technical courses for the creation
of interactive programs in Processing & P5
language, realization of an immersive experience

[Workshop] Typography

2023, conducted by [Morgane Pierson](#)[↗]
study of scans of ancient characters, research
on our own ductus and realization of a typeface
from it

[Workshop] Game design

2020-2021, conducted by [Tatiana Vilela Dos Santos](#)[↗]
studies of board game creation projects, design
and production of graphic board games from
different constraints

[Workshop] Editorial creation

2022, conducted by [Malou Messien](#)[↗]
studies of various publishing objects, theoretical
and technical courses of layout, monitoring,
design and elaboration of the editorial object
of the thesis

[Workshop] Book binding

2020, conducted by [Juliette Vivier](#)[↗]
Introduction to different types of bindings
(Coptic binding, Japanese binding, square back
glued) and realization of an 80-page notebook
highlighting personal work

[Workshop] Interactive visual programming

2022, conducted by [Bertrand de Becque](#)
introduction to the practice of interactive
visual programming through a technical course
on TouchDesigner software

[Workshop] Audio, sound

2022, conducted by [Gaël Segalen](#)[↗] & [Lambert Combes](#)
studies of the sound environment, sound
recording and design of virtual sound spaces
leading to the creation of a graphical sound
capture tool through a sound score

[Workshop] publishing and risography

2021, with [Quintal Atelier](#)[↗] by [Oscar Ginter](#)[↗]
Design, production and exhibition of a two-colour
micro-edition on the technique of risography
at the Quintal workshop