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ARTIST – DESIGNER
Creative technologist

Nicolas Mimault
[08.06.1995]

My practice combines lighting design, video mapping, and real-time interactive 3D environments. Through my designs, I explore the politics of digital narratives, ecologies, and post-digital aesthetics.
I experiment with light and data as narrative materials, building speculative fictions that blur boundaries between real and virtual.

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SKILLS

Creative technology

Realtime visuals: Unreal Engine 5, TouchDesigner
Stage design: Resolume, Madmapper
Lightning design: video mapping, LEDs, DMX protocols
Interaction development: Arduino

Multimedia design

Immersive design: Unreal Engine applications, XR
Video: motion design, video editing
Interface ergonomics: UI, UX
Web: Front-end development

Prototyping

3D prototyping: 3ds Max, C4D, Blender
Interfaces: Figma

Languages

French, English, Spanish

ARTISTIC PRACTICE
Speculative installations and critical design

Aur-OS   [2025-ongoing]
Immersive installation exploring digital infrastructures and techno-spiritual imaginaries through data and light.

Interstices   [2025-ongoing]
Interactive 3D journey into abandoned places using gaussian splatting, exploring feral ecologies and vegetal resistance to spatial norms.

VRTX ltd   [Lightning designer]
Former Ascidiacea, we design and produce works in digital and performative arts - since 2020 -

Research-based installations exploring speculative ecologies and techno-political imaginaries.
Developed within Oyé Label & Le Sample residency. Currently pairing critical writing with immersive work, following early research practice at Sciences Po.

EXPERIENCES

Freelance   since 2021
                                                Paris
Creative technologist & designer

- Lighting design and LED integration for Parisian clubs — Papillon (2025), Le Sample (2024)
- Design of lighting installations and an infinity room for European live shows with AMSEM Creative Agency — 2024 - 2025
- Member of the artistic collective SCALE — 2024
- Interactive screen wall development for 60Circuits Studio — 2023
- Virtual production template creation using Unreal Engine and Zero Density for an MMA event at Zénith Paris — 2023
- Real-time 3D lighting previsualization for UVS Creative Agency — 2022

Oyé label   since 2021
                                                Paris
Media artist & VJ

Versatile technicien & artist : stage design, led design and VJing. Immersive design and conception of artistic installations.
On going artistic residency at le Sample Bagnolet.
- Production for Mézigue — RCK Jumeaux music video and audiovisual visualizers — 2025
- Astropolis Festival 2025 — Video–laser set-up with Dylan Côte
- Video creation for the Soleil Noir show — 2024–2025
- Dour Festival 2024 — Balzaal Stage, VJ performance
- Krypta Exhibition, Le Sample — Sample[S] video game installation — 2024
- Video creation and VJing for Mézigue Live Tour — 2024
- Carroussel — Artistic light installation creation — 2022
- Arabic Tour — VJing with Skygge — 2022
- Archipel – 36 Degrés, Atmosphère (Paris) — June 2021

Bright   1yr - 2020
                                                Paris
Designer freelance & project manager

Creative technologist internship and then freelance missions: real-time 3d prototypes, datavisalisation and video game development.

Qwill messenger   6 months - 2018
                                               London
Interaction designer

Design Internship : creation of the institutional website and prototyping the UX of the sign up and backoffice.

Akolit   6 months - 2016
                                                Paris
UI & UX designer

Front-end developement and design Internship : training plateforme creation, interfaces design and graphic branding.

EDUCATION

Thesis on socio-ecological resilience and graduation project on the environmental impact of digital technologies in society.

SciencesPo, master ITN   2018-2021
Innovation and digital transformation management
Double degree master in design and management

Strate, School of design   2017-2021
Specialize in Interaction & immersive design

EEMI   2013-2016
European School of Internet
Specialize in multimédia design