MORE IS MORE

ILLUSTRATOR
PHOTOSHOP
INDESIGN
PREMIER PRO
AFTER EFFECT
ADOBE AUDITION

HTML
CSS
PHP
JS

COMMUNICATION
INDEPENDENT
ADAPTABILITY
CREATIVITY

ANOTHER DAY ANOTHER PROJECT

POSI-TIVE

Portfolio

Amandine Huché

DYNAMIC

BLENDER UNITY

PRODUCTIVITY

PERFECTIONIST

2ND YEAR STUDENT AT BUT MMI IN VELIZY, FRANCE

METIER DU MULTIMEDIA ET DE L'INTERNET

2025

HELLO !

I am looking for an intership

I am Amandine Huché

With a contagious dynamism, I am always ready to take on new projects with enthusiasm and determination. Passionate about design, digital creation, and strategic thinking, I thrive in bringing ideas to life with precision and originality.

Curious and resourceful, I love immersing myself in different creative universes, researching trends, and refining concepts to deliver impactful and well-thought-out visuals. Whether it's graphic design, UX/UI, branding, or content creation, I approach every challenge with a mix of creativity and analytical thinking.

Experience

Last year, I completed an internship with a freelance graphic designer at Pop'ins. This experience deepened my understanding of research in the creative process and strengthened my skills in visual design, content creation, and brand strategy. My internship taught me to approach design with reflection and strategy, ensuring that every project is both creative and well-founded.

From Paris to Montréal

From the charming streets of Paris to the vibrant energy of Montreal, I am now studying Multimedia at Vanier College for a semester. This experience allows me to expand my skills in graphic design, web development, and communication strategies. Immersed in a new creative environment, I explore fresh perspectives to refine my approach.

This journey from Paris to Montreal molds my vision, sharpens my skills, and fuels my passion for design and digital creation. Now, let's explore my work, where creativity meets strategy, and ideas come to life.

Carambar
Campaign

About the project

For its return to France, Carambar sparks a new revolution ! what better way than to do it **"à la française"**

This campaign playfully revisits French history with three mascots inspired by key revolutionary periods, mixing humor and colorful illustrations to engage all generations.

Challenge & Solution

The main challenge was to find a way to unite different generations—those who grew up with Carambar's iconic jokes and younger audiences discovering the brand for the first time.

By mixing history with Carambar's humor, we created playful mascots inspired by revolutionary figures, making the brand's return both nostalgic and fun.

My role

- **Design creation** – Designed all visual elements of the campaign, ensuring consistency with Carambar's identity.

- **Concept development** – Contributed to shaping the idea of revolutionary mascots and defining the campaign's creative direction.

Tools

- Photoshop
- Illustrator
- Indesign
- Figma
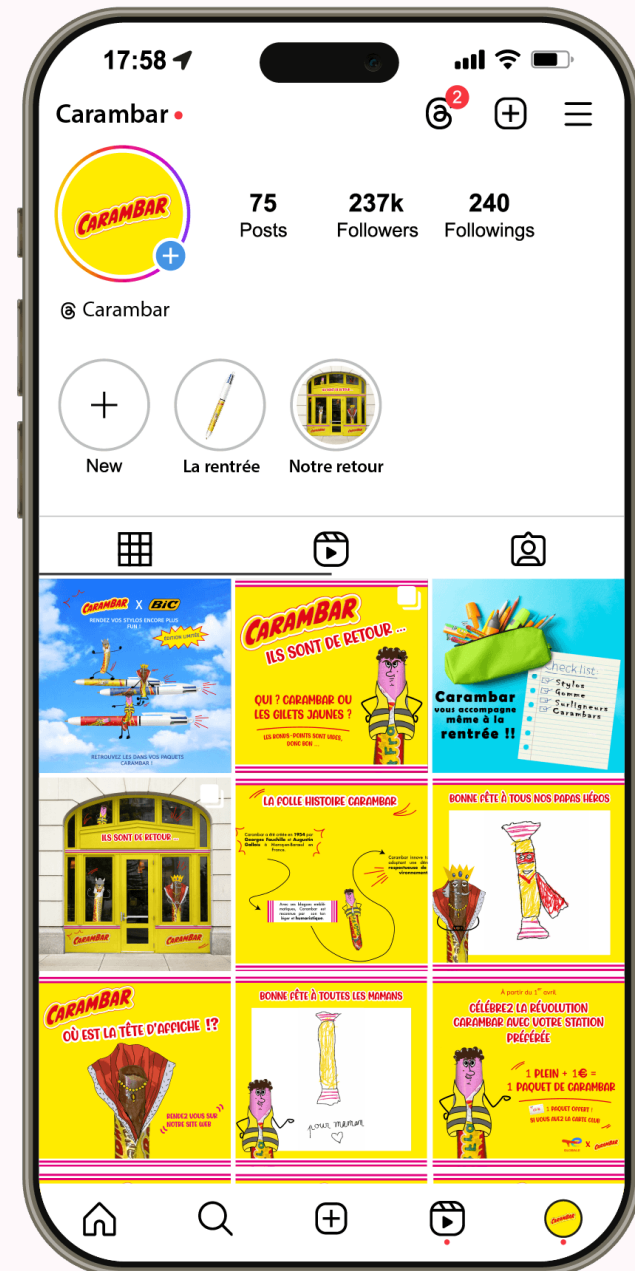
CARAMBAR
ILS SONT DE RETOUR ...

QUI ? CARAMBAR OU
LES GILETS JAUNES ?

LES RONDS-POINTS SONT VIDES,
DONC BON ...

CARAMBAR
ILS SONT DE RETOUR ...

QUI ? CARAMBAR OU
LOUIS XVI ?

LOUIS XVI IL EST MORT DONC BON ...

♥ ◌ ⊲ ⛶

♥ **532 Likes**

Carambar Mais qui sont de retour ?
#carambar #revolutioncarambar #retourenfrance
#carambargaulois

CARAMBAR
ILS SONT DE RETOUR ...

QUI ? CARAMBAR OU
LES GAULOIS ?

JULES CÉSAR LES A ÉCRASÉS
DONC BON ...

See all campaign

4

Murakami
Book

About the project
The goal was to immerse our own texts into the universe of an artist. I chose Takashi Murakami, blending my writing with his vibrant and surreal aesthetic to create a unique visual experience.

Challenge & Solution
Transforming simple written texts into an immersive journey while staying true to Murakami's bold and colorful universe.

By using dynamic layouts, vivid colors, and elements inspired by Murakami's art, I designed pages that feel like stepping into his world, making the reading experience more engaging and visually striking.

My role
- **Editorial design** – Crafted layouts that merge text and visuals seamlessly.
- **Artistic adaptation** – Translated Murakami's aesthetic into typography, colors, and composition.

Tools
- Indesign

See the book

ZOOM
Illustration

About the project
This project explored the power of vector illustration by creating a highly detailed composition through repetition and refinement of existing elements. The goal was to develop depth and complexity while maintaining visual harmony.

Challenge & Solution
How to create an intricate and cohesive illustration using only vector-based elements while ensuring a smooth, zoomable composition?

By strategically duplicating and transforming elements, I built a seamless, detailed visual without overwhelming the composition. The use of **precision, repetition, and layering** allowed for a dynamic and immersive result, demonstrating the versatility of Illustrator.

My role
- **Illustration & Composition** – Developed a detailed vector artwork.

- **Optimization** – Ensured scalability and clarity at different zoom levels

Tools
- Illustrator

Étretat
Banners

About the project
This individual project involved creating a promotional poster for the city of Étretat and adapting it into multiple formats. The text content was provided, allowing us to focus on the visual composition and layout.

Challenge & Solution
Designing an original and modern composition that captures the natural beauty and iconic essence of Étretat.

I chose a minimalist approach, using wavy lines to represent the cliffs, combined with a soothing blue color palette. The elegant typography enhances the poetic feel of the visual, inviting viewers to explore the destination.

My role
- **Illustration & Graphic Design** – Creating a stylized and recognizable visual.

- **Typography & Layout** – Ensuring a harmonious and readable composition.

- **Visual Adaptations** – Adjusting the poster to different formats while preserving its impact.

Tools
- Illustrator

Vernissage
Advertising kit

About the project
For this vernissage project, each student developed a unique concept to represent the event's theme. I chose **«From Pixel to Reality»**, focusing on the transition from digital art to physical experience. My goal was to create a visual identity that captures this transformation and immerses visitors in a world where the virtual takes shape.

Challenge & Solution
How to translate the essence of digital transformation into print and spatial design while maintaining a cohesive and engaging aesthetic ?

I used a photograph of our school, splitting it into two parts—one pixelated, the other in full detail. This contrast symbolizes the journey from virtual creation to tangible reality, reinforcing the exhibition's theme.
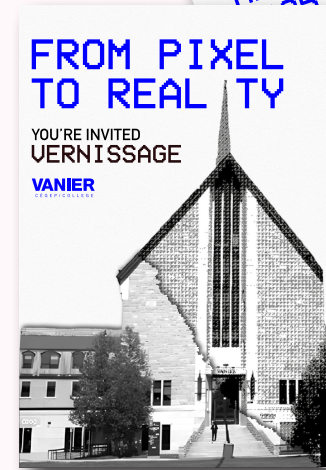
My role
- **Concept & Visual Development** – Defined the «From Pixel to Reality» theme and its visual interpretation. Created a cohesive design system reflecting the digital-to-physical transition.

- **Print & Spatial Design** – Designed posters, invitations, and signage to enhance visitor immersion.

Tools
- Photoshop
- Illustrator
- Indesign

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VERNISSAGE
FROM PIXEL TO REALITY

ALL DAY
**APRIL 9
2025**
M CAMPUS,
404 DECARIE

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VERNISSAGE

FROM PIXEL TO REALITY

ALL DAY
APRIL 9
2025
M CAMPUS,
404 DECARIE

VANIER

FROM PIXEL TO REALITY

YOU'RE INVITED
VERNISSAGE

VANIER CÉGEP/COLLEGE

ALL DAY
APRIL 9
2025

...COME, DISCOVER
& ENJOY

FROM PIXEL TO REALITY

FROM PIXEL
TO REALITY

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AMANDINE HUCHÉ

VANIER

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VERN SSAGE

ALL DAY
APRIL 9
2025
M CAMPUS,
404 DECARIE

FROM PIXEL TO
REALITY

VANIER CÉGEP/COLLEGE

Perfume
Blender

About the project
This project focused on 3D modeling, where the objective was to create a realistic perfume bottle using Blender. The challenge was to design a visually appealing and well-proportioned object while mastering essential 3D techniques.

Challenge & Solution
How to create a detailed and realistic perfume bottle while ensuring proper lighting, materials, and reflections in a 3D environment?

I modeled the bottle with precise shapes and proportions, applying glass and metallic textures to enhance realism. By adjusting lighting and reflections, I achieved a polished and professional final render.

My role
- **3D Modeling** – Designed and structured the perfume bottle in Blender.

- **Texturing & Lighting** – Applied realistic materials and optimized lighting for depth and reflection.

- **Rendering** – Finalized the composition to highlight the elegance of the design.and optimized lighting for depth and reflection.

Tools
- Blender

Backroom
Blender

About the project

This project involved recreating a room inspired by a chosen reference and modeling it in 3D using Blender. Each student designed their own space, which was then seamlessly linked into a collective animation, creating an eerie and immersive «Backrooms» experience.

Challenge & Solution

How to faithfully translate a real-world space into 3D ?

I modeled my room with attention to detail, focusing on textures, lighting, and atmosphere to enhance the unsettling mood. By carefully aligning transitions, my scene blended smoothly into the full animation, contributing to the project's immersive and mysterious ambiance.

My role

- **3D Modeling** – Created the room structure and objects in Blender.

- **Texturing & Lighting** – Applied materials and lighting to reinforce the eerie aesthetic.

- **Animation Integration** – Ensured smooth transitions between my scene and the others in the final sequence.

Tools

- Blender

See backrooms

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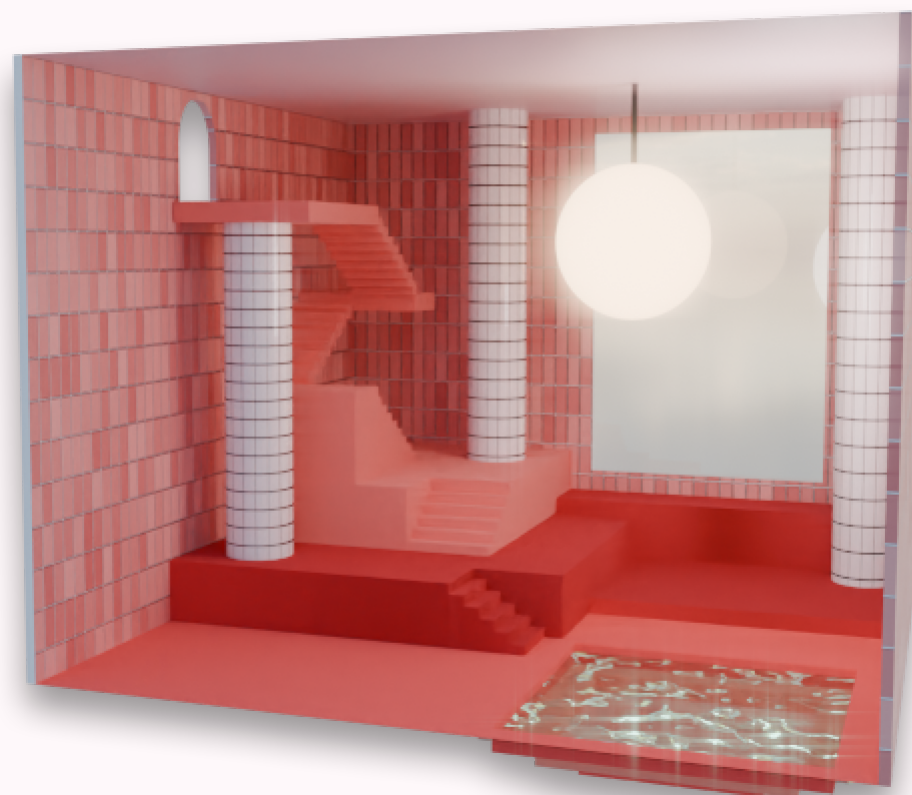
Met Gala
Redesign

About the project

The Metropolitan Museum of Art (MET) is an iconic institution, but its website lacked a strong identity that reflected its prestige. This redesign project aimed to modernize its digital presence while preserving its historical and artistic essence.

Challenge & Solution

How to create a website that feels both timeless and modern, capturing the grandeur of the MET while ensuring an engaging user experience ?
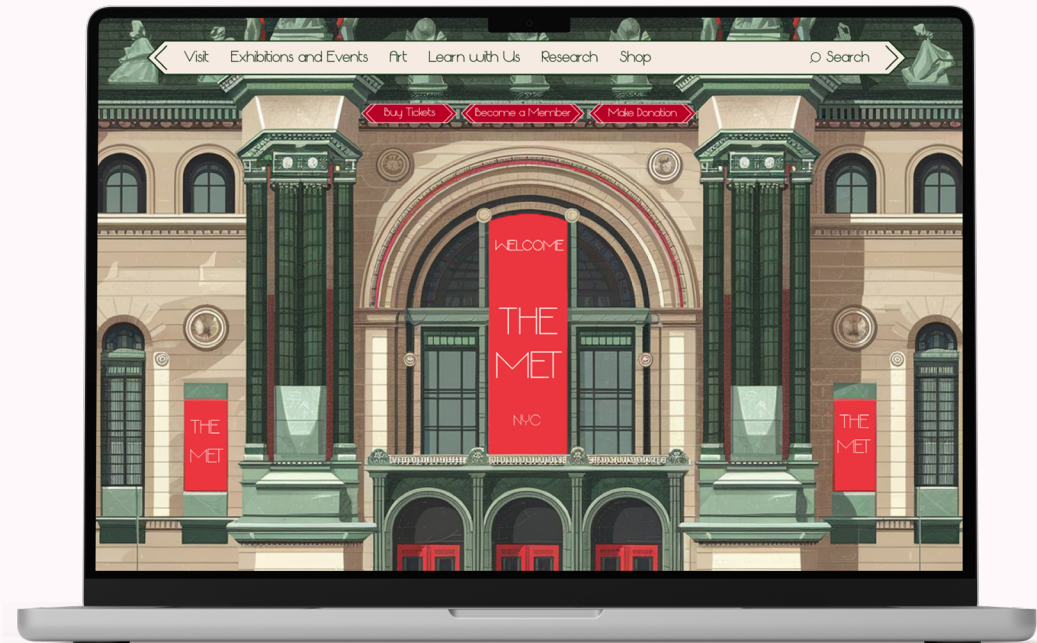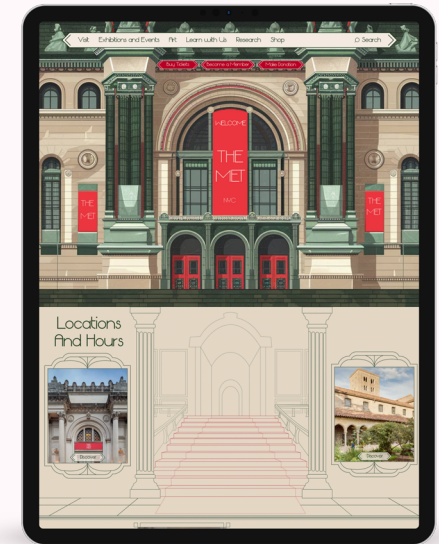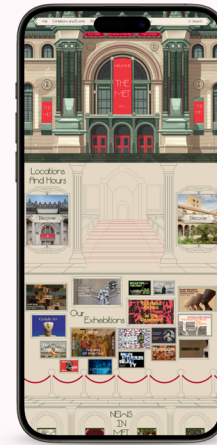
Inspired by **Neoclassicism** and **Art Deco**, the new design blends classical elegance with contemporary refinement. A **line-art artistic direction** adds subtle sophistication to the background, enhancing the museum's digital storytelling. The result: a sleek, immersive interface that embodies the MET's artistic legacy.
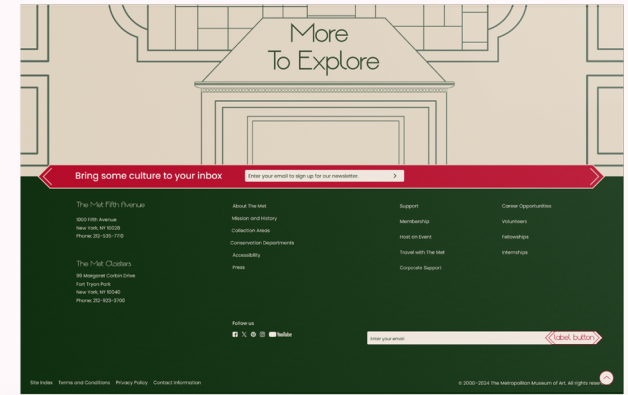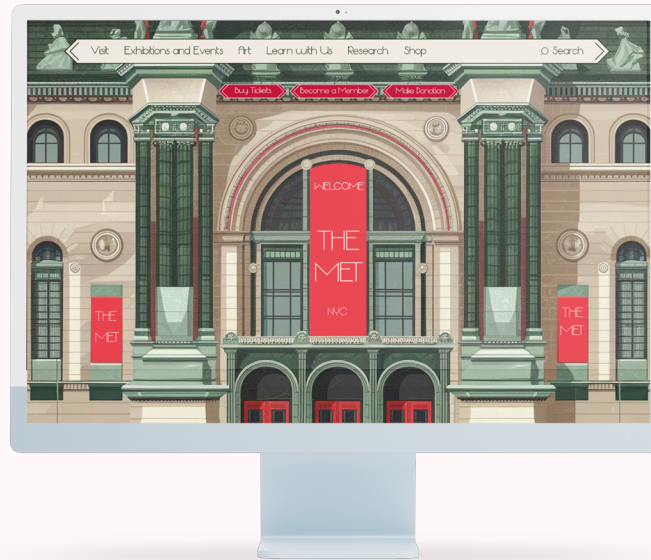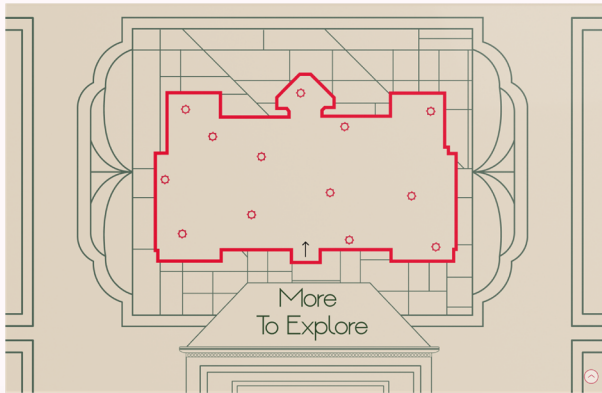
My role

- **UI/UX Design** – Developed an intuitive and visually compelling layout.

- **Art Direction** – Defined the aesthetic, merging historical styles with a modern web experience.
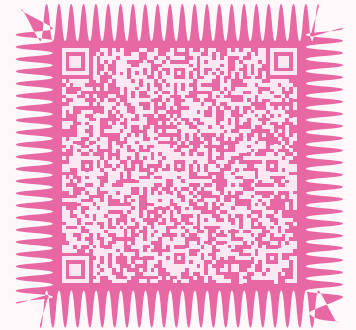
Tools

- Figma
- Illustrator

See the project

Locations
And Hours

Our
Exhebitions

NEWS
IN
MET

More
To Explore

THE MET

WELCOME

THE MET NYC

THE MET

THE MET

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Buy Tickets   Become a Member   Make Donation

More
To Explore

Bring some culture to your inbox

The Met Fifth Avenue

The Met Cloisters

Follow us

See the Wireframe

Save the
Spaceship

About the project

Save the Spaceship is a turn-based strategy game where players must outsmart Chantale, a rogue AI attempting to take over their spaceship. Through a series of logical and strategic puzzles, they must regain control before it's too late.

Challenge & Solution

Creating a compelling strategy game with interactive puzzles while ensuring a smooth and dynamic gameplay experience using PHP and object-oriented programming.

I structured the game with modular OOP to manage ship systems, crew actions, and turn-based mechanics. Puzzles like color codes, RAM checks, and system deactivation add depth, while a clear UI ensures accessibility.

My role

- **Game Development** – Designed mechanics and implemented the object-oriented structure.

Tools

- HTML/CSS
- PHP (OOP)

Play the game

Pick my Bag

About the project

The objective was to develop Pick My Bag, a website that allows users to filter shopping bags based on various criteria using AJAX for a seamless experience.

Challenge & Solution

Implementing dynamic filtering without page reloads while ensuring a smooth and responsive interface for sorting bags by material, size, ecological impact, durability, and more.

By integrating **AJAX**, I created a real-time filtering system that updates results instantly based on user selection. The interface was designed to be clear and engaging, enhancing the user experience

My role

- **AJAX Implementation** – Enabling real-time filtering without page reloads.

- **UI/UX Design** – Creating a clean and intuitive interface for easy navigation.

- **Optimization** – Ensuring fast and smooth interactions.

Tools

- HTML/CSS
- AJAX
- PHP

Pick your bag
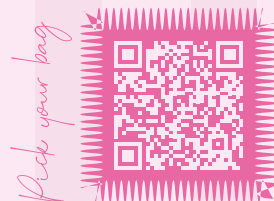
MORE IS MORE

FIND ME ON LINKEDIN

AMANDINE HUCHE

WEB DESIGN

MAIL ME

AMANDINEH28000@GMAIL.COM

ANOTHER DAY ANOTHER RESEARCH

POSI-TIVE

Thank You !

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GRAPHIC DESIGN

COMMUNICATION

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I AM LOOKING FOR AN INTERSHIP IN MONTREAL