

PETIT Aurélien

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Belgium
Driving licence B

I fully invest myself in every project with the ambition to exceed expectations and push boundaries. My professional goal is to combine technical expertise and creativity in order to bring a personal touch and added value to the projects I contribute to.

Formation

- 2021-2026 **Master's degree in Industrial Engineering (spec. in electromechanics) - Distinction**
ECAM Brussels Engineering School, Woluwe-Saint-Lambert
- 2021-2025 **Art education : Computer graphics and digital arts**
Académie des beaux-arts, Watermael-Boisfort

Languages

French, English (B2)

Experiences

- 01-06/2026 **Thesis – Design and implementation of interactive fountains integrated into the “Mecalodon” attraction layout.**
Walibi Belgium, Wavre
- This thesis includes the development of innovative ideas, the design of electrical schematics with the sizing of installations (short-circuit and residual current protections, cables and equipment), hydraulic layouts, control systems, as well as installation plans. The project also includes the selection of technologies, consideration of the constraints imposed by the existing installation, coordination with suppliers, and procurement follow-up. The complete on-site installation is carried out with the support of the technical teams and includes the assembly and wiring of the electrical cabinet, hydraulic installation, and related works.
- 03-05/2026 **Design and implementation of a manufacturing and inspection procedure for mechanical parts**
Walibi Belgium, Wavre
- Analysis of critical components from roller coaster trains manufactured by companies such as INTAMIN, MACK RIDES, and GERSTLAUER, based on technical drawings and maintenance data, followed by the definition of technical and regulatory requirements applicable to the amusement park industry (EN 13814), as well as manufacturing, inspection, and material selection constraints. Creation of mechanical part drawings using SolidWorks, including the study of dimensional and geometric tolerances in relation to functional interactions, fits, and manufacturing constraints. Collaboration with laboratories and subcontractors to carry out chemical analyses, metallographic examinations, hardness measurements, and mechanical tests in order to characterize materials, heat treatments, and their associated properties.
- 2023-2025 **Private lessons**
MySherpa, Bruxelles
- Providing support to high school students in mathematics, physics, and study skills courses.

Personal projects

- Since 2022 **Okbots Expedition**
- Development of a video game using Unreal Engine and various production software. The graphic design, programming, gameplay, and sound design were independently developed. The project incorporates various sequential logic systems inspired by industrial automation, including drone-based object tracking, the management of physical and dynamic properties, as well as a rotation system based on real-time calculation of ground orientation.
- Since 2020 **Graphic designs and illustrations**
- Production of original illustrations with a unique graphic style and development of visuals adapted to different creative projects.
More informations: aurelienpetit.com

Professional software

Technical aspect : Solidworks (CSWA), Matlab, Abaqus, Eleccalc, Fusion,
Creative aspect : Unreal Engine 5, Final Cut Pro, Motion, Logic Pro, Affinity



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Available online : aurelienpetit.com/cv