

Julien Vilers

Experience Design Manager

I'm a designer, a manager and I create impactful products that people use.

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EXPERIENCE

Article - Vancouver, BC, Canada

Article is a direct to consumers business that sells furniture online. I have grown and led the design team since 2017. We've created, maintained and improved a large panel of proprietary software and SaaS to operate the business (supply chain management, warehouse management, tracking and delivery management, custom eCommerce CMS, Article's own delivery services).

Sr. Experience Design Manager — Jul 2022 - Present

Experience Design Manager — Mar 2021 - Jun 2022

- Insuring design is delivered successfully within deadlines and budgets
- Growing the team to 9 individual contributors
- Directing design through feedback and coaching with all the team members
- Planning and producing hands-on design deliverables and documentation
- Building design culture and best practices to drive innovation (e.g. design critique, design presentation at Tech Talks, design Lunch & Learn)
- Facilitating design communication between company leaders, stakeholders, product and tech teams

Staff UX Designer — Feb 2019 - Mar 2021

Senior UX Designer — Jan 2017 - Feb 2019

- Creating, maintaining and improving user experience over all Article's digital products
- Started a global company wide design system with its development framework counterpart
- Facilitating on-site and remote workshops
- Monitoring UX KPIs through different research methods to influence product roadmaps and strategies

Backbase - Amsterdam, The Netherlands

Backbase is a banking and financial services platform. I designed and helped implement all aspects of the Backbase solutions with a diverse range of clients (mostly in finance, but also manufacturing and technology).

Senior UX Consultant — Jan 2016 - Jul 2016

UX Consultant — Jul 2013 - Dec 2015

- Leading workshops and design sessions with customers
- Facilitating design requirements and iteration sessions with the product teams
- Creating storyboards, wireframes and prototypes to validate and test
- Producing and presenting design documentations for stakeholders and product owners. approval
- Creating designs and specifications for Agile/Scrum consulting teams and R&D teams

eBuddy, Interaction Designer — The Netherlands - 2011-2013

Research, prototyping, usability testing, and specifications for real time messaging applications on native mobile app (iOS, Android), web and desktop. Led the design for Windows Phone 7 and 8 applications.

Siemens Corporate Research, Interaction Designer — USA - 2011

Research and development of interfaces to operate healthcare devices, including prototyping and testing.

Interaction Designer, TCL (The Creative Life) — France - 2010

Designed and developed a "social intranet" for collaborative remote work between teams in China and France.

SKILLS

Design Management
UX Strategy
Product Design
UX/UI
Design Thinking
Design Ops
Design Systems
Agile/Scrum/Kanban

TOOLS

Figma
Maze
Lookback
Jira
Confluence
Trello
HTML/CSS/JS

EDUCATION

MA Interaction Design

L'Ecole de Design Nantes
Atlantique, Nantes, France
2010

MSc Virtual Reality Engineering & Innovation

Arts et Métiers ParisTech, Laval,
France
2010