

A code-literate and passionate interaction designer with a keen eye for details.

EXPERIENCE

Senior UX Designer, Article — January 2017

Article is a Canadian startup that sells furniture online following the direct to customer business model. I lead the UX in the tech team. We create and implement a fully home-made eCommerce solution from the public facing website to our internal order tracking, stock inventory and delivery system.

- Re-designing article.com to a mobile friendly website
- Facilitating design communication between product teams and tech teams
- Creating and implementing the article.com blog
- Directing workshops at Article's warehouses to improve our stock management software
- Running A/B tests to measure design changes impact on sales
- Participating in the front-end development, creating pages and styles for article.com

Senior UX Consultant, Backbase — January 2016 - July 2016

UX Consultant, Backbase — July 2013 - December 2015

I designed and implemented all aspects of customized Backbase mobile and desktop solutions with our diverse range of customers (finance, manufacturing and technology).

- Conducted workshops and design sessions with customers
- Facilitated design requirements and iteration sessions with the product teams
- Created storyboards, wireframes and prototypes to support testing
- Produced and presented Information Architecture, wireframes and design documents for stakeholders approval
- Created visual designs and specifications for Agile/Scrum development teams
- Participated within Research and Development to the definition and design of the product line

Interaction Designer, eBuddy — 2011-2013

I produced UX for a new real-time messaging application called XMS, launched by eBuddy to extend their line of messaging solutions.

- Designed and prototyped for all supported platforms (iOS, Android, Nokia S40 and S60, Blackberry, Windows Phone and web)
- Led the design of the Windows Phone 7 and 8 versions of the app
- Delivered specifications documents to development teams for all mobile and web platforms
- Participated in usability testing of the applications
- Pioneered an iPad version

Interaction Designer, Siemens Corporate Research USA — 2011

Participated in the conception and development of a multitouch interface for a healthcare device including prototyping and testing.

Interaction Designer, TCL (The Creative Life) — 2010

Produced design requirements and developed a "social intranet" solution for collaborative remote work of the TCL in-house design teams in China and France .

SKILLS

Tools Photoshop, Illustrator, Sketch, Balsamiq Mockups, Framer, InVision
Code HTML/CSS/JS, LESS/SASS, PHP/SQL, knowledge in C# / .NET / Angular

EDUCATION

MA Interaction Design — L'École de Design Nantes Atlantique, Nantes, France 2010

MSc 3D Technologies Project Management — Arts et Métiers ParisTech, Laval, France 2010