

*I'm a multi-disciplinary Designer with 12 years of experience in design, including 7+ years as a UI/UX designer in SaaS products. Problem solver, I use my understanding of design systems to make the complicated simple resulting in creating functional & user-centred products with their own identity. Over the last years at SaferMe, I have worked remotely in an agile environment on new features: conducting user interviews and synthesising and organising insights using the MoSCoW method. Test initial problem hypotheses with interactive prototypes, consolidate feedback, validate solution design, and refine usability. I have also done a full UI/UX redesign of the web, iOS and Android apps. Create and manage web, iOS and Android design systems with a personalised icon set. View my work on [yohan-dumortier.com](http://yohan-dumortier.com)*

## Knowledge & Skills

UX & UI Design, Wireframe, Prototype, Design System, Web Design, Animation, Visual Identity & Branding, Mockup, Marketing Materials, Presentations, Image Shooting & Retouching, Video Editing, Project Management, User Flows, User Stories (Acceptance Criteria, Requirements, Business Rules)

Figma  
Lottie Animation  
Adobe XD

Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign

Adobe Lightroom  
Adobe Premiere  
Adobe After Effects

WordPress  
HTML & CSS  
Javascript

French (Native)  
English (Fluent)  
Spanish (Intermediate)

## Work Experience

### PRODUCT DESIGNER SAFERME (NEW ZEALAND)

2021-2023

New features development:

- Conduct user interviews, synthesise and organise insights using MoSCoW method.
- Test initial problem hypotheses with interactive prototypes and user testing.
- Consolidate feedback, validate solution design and feasibility, and refine usability.
- Prepare design specs for developers.

UI/UX redesign of the web, iOS and Android apps. Create and manage web, iOS and Android design systems composed of reusable components following an atomic approach with a personalised icon set.

### PRODUCT OWNER, UI/UX DESIGNER PRIVATE FLIGHT (NEW ZEALAND)

2016-2021

**Graphic Designer (2016 - 2018), UI / UX Designer (2016 -2020), Product Owner & UI / UX Designer (2020 -2021).**

Conduct user research through interactive prototypes, create user interface design and Mockups, and create and maintain UI kit.

Communication materials: develop and maintain the marketing website, realise the company's marketing presentations, and create promotional videos of the products. Create visuals and populate the help feature (Zendesk) of the products.

Create user flows, write user stories based on personas (description, acceptance criteria, requirements and business rules) and communicate them to the IT team during the refinement sessions. Build the roadmap of the products, organise sprint planning and report progress to the stakeholders. Testing and bug reporting, managing backlog based on priority and severity.

### PACKAGING, GRAPHIC & WEB DESIGNER GASPARD AGENCY (CANADA)

2015

Packaging designs for the roasting coffee house Faro; Pronature Holistic, a leading company in high-quality nutrition for cats and dogs; the wine and cider company Union Libre; and Nutrifrance's nutrition bars. Branding for Ondes Urbaines, a French music festival. Website and user interface for Consortium for Aerospace Research and Innovation in Canada (CARIC).

### DESIGN DIRECTOR ÉVIDENCE MOBILIERS (FRANCE)

2010-2014

**Communication Director from 2013 to 2014 and Design department director from 2010 to 2013.**

In charge of the company's communication: product catalogue, website and e-commerce website. Photo shoots of the company's furniture and interior designs in-studio and on-site.

Creation and development of an application for client presentations which, through a master plan navigation, allows the customer to access different 360° 3D viewpoints.

Management of a team of four interior designers and the company's interior design projects: 3D modelling of the buildings, interior designs using the company's furniture, atmosphere designs with specific colours and materials, and graphic designs of the presentation boards using the 3D renderings.

Company's graphic identity and style guide: conception and realisation of the first company's website and marketing materials.

## INDUSTRIAL & UI/UX DESIGNER (INTERNSHIP) SENSIPODE (FRANCE)

2009

Biotifood : Selected project for the call to entries «Design'in» launched by the Pays de la Loire region. The project's main goal was to rethink the organic industry, especially the packaging, to make them more sustainable.

Multii : Software used for the management and simulation of the agri-food R&D processes.

## Contract Experience

### GRAPHIC & WEB DESIGNER (FRANCE - CANADA - NEW ZEALAND)

2013-2021

Logotype and identity design for the food truck Ice Cream Social and the restaurant Little Green Healthery (New Zealand).

Website development, logotype and identity design for my pictures - Wildpics.fr.

Graphic design of the signs and communication media for the 2014 edition of the Montreal international game summit - MIGS 2014 (Canada).

Website, logotype and identity design for the florist Jaune Pivoine (France).

### INDUSTRIAL & UI/UX DESIGNER FAKTIS (FRANCE)

2009-2010

Co-Founder of the collective Faktis involving four designers, which aims to promote design and bring a more sensitive interaction for musical events. Installation design for musical events and prospective projects.

Design and develop a flash game for the Deglingos brand to promote the new character of the Ze Super Zeros collection.

## Degree & Education

### MASTER'S DEGREE IN DESIGN

2004-2009

ÉCOLE DE DESIGN NANTES ATLANTIQUE (FRANCE)

### 6 MONTHS EXCHANGE AT THE FACULTY OF DESIGN

2007

UNIVERSITÉ DE MONTREAL (CANADA)

*I'm an amateur photographer as well. Photography allows me to capture the essence of the places I encounter during my journeys. I love being surprised by the intricate details that unfold later, adding depth and significance to my photographs.*

