

« Multi-disciplinary Designer & Product Owner with experience working on various products for design agencies and companies. Solid and extensive understanding of design systems, resulting in the creation of functional products with their own identity. Problem solver using integration of all forms of design. »

Knowledge & Skills

Skills	Project Management, User Flows, User Stories (Acceptance Criteria, Requirements, Business Rules), UX & UI Design, Wireframe, Prototype, Web Design, Visual Identity & Branding, Mockup, Marketing Materials, Presentations, Image Shooting & Retouching, Video Editing				
Tools	InVision Azure Devops Confluence	Zendesk Wordpress HTML & CSS	Adobe Photoshop Adobe Illustrator Adobe InDesign	Adobe XD Adobe Lightroom Adobe Premiere	French (Native) English (Fluent) Spanish (Intermediate)

Work Experience

2021 **PRODUCT OWNER, UI/UX DESIGNER & GRAPHIC DESIGNER** 2016 **PRIVATE FLIGHT (NEW ZEALAND)**

Graphic Designer (2016 - 2018), UI /UX Designer (2016 -2020), Product Owner & UI / UX Designer (2020 -2021).
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, manage backlog based on priority and severity.
Conduct user research through interactive prototypes, create user interface design and Mockups, create and maintain UI kit.
Communication materials: develop and maintain the marketing website, realisation of the company's marketing presentations, creation of promotional videos of the products. Create visuals and populate the help feature (Zendesk) of the products.

2015 **PACKAGING, GRAPHIC & UI/UX DESIGNER** GASPARD & STEREOFOOD BOX (CANADA)

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

2014 **COMMUNICATION & DESIGN DEPARTMENT DIRECTOR** 2010 **ÉVIDENCE MOBILIERS (FRANCE)**

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 site. Photo shoots of the company's furnitures and agencements in studio and on site.
Creation and development of an application for client's presentations which through a master plan navigation allows the customer to have access to different 360° 3D viewpoints.
In charge of a team of four interior designers. I managed the company's interior design projects: 3D modeling of the buildings, interior design using the company's furniture, atmosphere design with specific colors and materials, graphic design of the presentation's boards using the 3D renderings.
Company's graphic identity and style guide: conception and realisation of the first company's website and marketing materials.

2009 **INDUSTRIAL & UI/UX DESIGNER (INTERSHIP)** SENSIPODE (FRANCE)

Biotifood : Selected project for the call to entries «Design'in» launched by the Pays de la Loire region. The main goal of the project was to rethink the organic industry especially the packagings to make them in agreement with organic values.
Multii : Software used for the management and simulation of the agri-food R&D process.



Contract Experience

2021 GRAPHIC & WEB DESIGNER

2013 VARIOUS PROJECTS (FRANCE - CANADA - NEW ZEALAND)

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).

2010 INDUSTRIAL & UI/UX DESIGNER

2009 FAKTIS (FRANCE)

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 development of a flash game for the Deglingos brand in order to promote the new character of the Ze Super Zeros collection.

Degree & Education

2009 MASTER DEGREE IN DESIGN

2004 ÉCOLE DE DESIGN NANTES ATLANTIQUE (FRANCE)

Master's final project on health in developing countries.

Prospective team projects in partnership with the companies FagorBrandt, Continental, Pubert and the futuroscope.

2017 6 MONTHS EXCHANGE AT THE FACULTY OF DESIGN

UNIVERSITÉ DE MONTREAL (CANADA)

« I'm also an amateur photographer. Photography is for me a way to transpose the atmospheres of the places encountered during my travel, but also during everyday life. I like to keep my camera within easy reach because I prefer to catch an unexpected moment than waiting to have the best shot. I love to be surprised by all these details which reveal itself afterwards and give all the meaning to the shot. View my pictures on www.wildpics.fr. »

