

Leading design teams in crafting solutions from the ground up: MVPs, product feature enhancement, and video games.
Remote work leadership and asynchronous communication.

Work Experience

leading teams since 2017
remote leadership
cross-cultural work
ethics & inclusivity

Contexte (Remote) — Senior Product Designer

Currently

After successfully redesigning a tracking data-law product, I am now responsible for prototyping new tools for both the editorial team and clients, aligning with the Product Vision.

Glazer — Founder

2020 to now

Developped an Augmented Reality application for exhibition purposes.

Founder designer, I hired and managed an employee dedicated to establishing creative partnerships within the Taiwanese scene. We got 5 collaborations within the first year.

Monkey Moon (Remote) — Lead UI Designer

2020 to 2022

Leading UI for an indie video game. AAA accessibility standards.

Hiring and managing all visual talents: motion designer, branding designer, illustrator.

We won an award (Pegasus)

L'Oréal Paris — Lead UX

2018

Leading UX for the master template redesign to be implemented in +70 countries.

Demos to stakeholders on presenting the Blue Sky Vision. Managing one UI designer.

BLANK — Lead UI & Interaction Design

Feb, 2016 to Dec 2017

Worked on connected objects, IoT, AR/VR experiences and softwares applications.

Leading projects and managing one junior designer.

Freelance — Interaction Designer

From 2015 to now

5 awards won. Selected clients: Dior, The New York Times, Balenciaga, Redbull, IKEA, Universal Music, Warner Bros, Van Cleef & Arpels.

FCINQ — Project Manager

From 2012 to 2014

8 awards won. Worked on web-documentaries, media websites, immersive experiences, softwares and mobile applications

Studies

2014 — Master's Degree, Digital Strategy (Paris, France)

2012 — Bachelor's Degree, Project Management (Paris, France)

2010 — Associate Degree, Visual Communication (Montpellier, France)

Keywords

Human Interaction Machine, Ergonomy, AR/VR, Information Architecture, Interaction Design, Leadership, Management, Prototyping, User-interface Design, Remote work

Miscellaneous

Recently shipped an Apple watch app : Fasty

Languages: French (native), English (fluent), Mandarin (B1)

Produced and hosted 2 French podcasts (Lag à Part & Jetlag)

When not working, I like to engage in Contemporary Art, Mandarin poetry and playing Monster Hunter.