

Victor Pérouse

UX | Product Designer

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Skills

METHODOLOGIES

Design Thinking, User-centered research, Creativity and design workshops, SCRUM method, Design Sprint

DESIGN

User flow, Journey map, User testing, Wireframing, Interaction design, Visual design

TECHNICAL

Storytelling, UI kit, Design system, Responsive design, Information architecture, Drawing, Typography, Layout, Colours, Prototyping

LANGUES

French - Mother tongue

English - Professional working proficiency

Tools

DESIGN & PROTOTYPING

Proficient with Adobe Suite, Figma, Sketch, Adobe XD, Procreate, Protopie, HTML/CSS

Knowledge of Blender, Unity.

PROJECT MANAGEMENT

Notion, Trello, Miro, Slack, Suite Office

Hobbies

Fishing, Hip-hop, Books, Typography, Computer sciences, Strategy games

Experience

CEA TECH - UX DESIGNER

Sept 2020 - Sept 2022 | Toulouse, France

Block-release training in an open innovation center integrated to CEA.

Helped engineers and partners to formulate their message and designed products to embed or present new technologies developed by CEA.

TRAIT D'UNION, END OF STUDIES PROJECT - DESIGNER

May 2021 - May 2022 | Nantes, France

Autonomously managed a design project from context analysis and problem formulation to final design proposition.

Designed a digital service to help students open up about their issues to their teachers without fearing to be judged in order to prevent school dropout.

PICK UP PRODUCTION - GRAPHIC AND WEB DESIGNER (internship)

Sept 2019 - Oct 2019 | Nantes, France

Designed all the on-site signage for a music festival gathering 8,000 visitors.

Worked in an association environment with different project teams preparing the event.

Education

MASTER'S DEGREE - MEDIA DESIGN

2020 - 2022 | L'École de design Nantes Atlantique, Nantes, France

Obtained with high honours.

Master's degree focused on storytelling in the service of entertainment, information and communication.

Wrote a thesis on school dropout.

BACHELOR'S DEGREE - UX/UI DESIGN

2017 - 2020 | L'École de design Nantes Atlantique, Nantes, France

Learned software and design methods such as UX research, user tests, wireframing, prototyping, creative coding.

SKILLS UPGRADE CLASS FOR APPLIED ARTS

2016 - 2017 | L'École de design Nantes Atlantique, Nantes, France

Studied the design fundamentals.

BACCALAURÉAT SCIENTIFIQUE

2016 | Lycée Notre-Dame, Fontenay-le-Comte, France

Obtained with high honours.

Equivalent to A-level diploma.

References available upon request.