Contact

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Top Skills

UX Research
Kubernetes
UX

Languages

English (Native or Bilingual)
Français (Native or Bilingual)
Vietnamese (Elementary)

Certifications

Certified Kubernetes Application
Developer
Certified Kubernete Administrator
Advanced Learning Algorithms
UX-PM Level 1
Supervised Machine Learning:
Regression and Classification

Michael Dawkins

Technical Lead - AI Practice Lead
Geneva, Geneva, Switzerland

Summary

Boosting AI in your company .
Leading dev teams to success, keeping the users needs at the
center of design.

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Experience

Sword Group
Technical Lead
January 2016 - Present (8 years 6 months)
Geneva Area, Switzerland

Lead international teams to deliver custom solutions to our clients in
Switzerland.

AI initiatives and leadership accross UX and Dev.

Maker of oWatch, the digital after sale solution for watchmakers.

Tech skills: AI (LLMs, ML/DL, Stable Diffusion workflows), Azure, Kubernetes,
UX research & design, Angular, Java, Node.js, Sql/NoSql databases

Capgemini
Lead developer
February 2014 - January 2016 (2 years)
Lille

Product Owner / UX designer for my3D MMX service – Track teams maturity
→ UX prototyping and testing using Axure RP
→ Market research and Brainstorming workshops
→ Define the vision, roadmap and key differentiating features
→ Teaser released: https://www.youtube.com/watch?v=sqDym-ZYbO4

Design and development of an Oculus Rift application using Unity / C#
→ prototype phases using WebGl, webVR and Three.js
→ Responsible of both the technical and creative aspects, from technical
design to asset production and procedural generation

Lead Developer (6 devs) for a hybrid app.

→ from design to production, main technical interface with our client

→ Angular.js, Typescript, SASS, Node.js

Front end tech lead (4 devs) for a web based product configurator

→ Prototype using WebGL (Three.js and Babylon.js)

→ Association of HTML5 Canvas and Angular.js

Atos Worldline
Research and Development Engineer
October 2012 - June 2013 (9 months)
Seclin, France

- Design and develop an software monitoring dashboard

- Innovative user experience updated in real-time

- The alerts coming from monitored applications in production were made reliable and real time to improve team responsiveness in the event of incidents

- Technologies: HTML5, Angular.js, Bootstrap, Spring, MAVEN, GIT

Spinfast
Game developer
January 2012 - March 2012 (3 months)
Perth, Australia

- Unity Developer for Cricket Game (iOS game)

- Development of an cross platform API for 3D animated GUIs

- Research in procedural environment generation

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Education

Centrale Lille - IG2I
Master's degree in Engineering, specialized in software engineering, Computer Science · (2009 - 2014)