

Enzo Wattebled

[Online portfolio](#)

[LinkedIn](#)

enzo.wattebled1@gmail.com

+33 6 49 29 13 08

Tours

French: *Nativ*

English: *TOEIC 850*

Experiences

2021 - 2025 : Product designer - Carbo (CDI, Full remote, 4 years)

- **Creation, documentation, and updating of a Design System** on React as the sole designer.
- **Redesign of the entire user journey** and planning for migration from Ruby on Rails to React.
- **Design Thinking:** User research, user testing, A/B testing, Figma prototyping, organizing collaborative workshops, feature prioritization to iteratively develop the product.
- **Writing and specifying Github tickets** focused on front-end developments.
- **Creation of a common graphic charter** for the company, standardization of our communication materials, creation of simplified product visuals to illustrate our features and strengths.
- **Collaboration with marketing teams** on our landing pages.

2021 : Designer - Freelance (Full remote, 6 months)

- **UX-UI:** For STONKS Group: Design of two SaaS applications (internal project management and voting application). Creation of responsive e-commerce and showcase websites (design system, graphic identity, project monitoring with developers).
- **Graphic designer:** Creation of visuals for social media and print materials for the Make Somme Noise Festival.
- **Video design:** Creation of streaming assets for the Play Two label and other individuals.

2021 : Designer UX-UI - Screen Club (Internship in Lyon, 5 months)

- **Google Arts & Culture:** Conceptual research for a web application and visual translation, creation of UX-UI in accordance with the established graphic charter. Production of videos in various formats for the Heartbeat of the Earth series.
- **W/A/V/E installation:** Creation of 3D video loops for a musical installation in Macau (collaboration with Arnaud Laffond and Martial Geoffre-Rolland for video merging).
- **UX-UI redesign of online portfolios:** Pierre David and Screen Club.

Education

2020 - 2021 : Master Media Design - Head of the year - L'École de design Nantes Atlantique

- Final year project: Music and deafness.
- Artistic direction project for print and video: Milan Design Week, Nantes University Hospital.
- Computer graphics project in collaboration with students from Centrale Audencia.

2017 - 2019 : Bachelor Interaction Design - L'École de design Nantes Atlantique

- Training in UX-UI Design and professional application during projects in collaboration with MAIF and Arkéa. (SCRUM methodology, Design Thinking)
- Video training: editing, motion design, mapping (several workshops)
- HTML/CSS training

Skills

UX/UI

Figma
Sketch
Storybook

Project management

Harvestr
Linear
Github
Notion

Image - video

Adobe Photoshop
Adobe InDesign
Adobe Premiere
Blender