Paul Joly

Product / UX-UI Designer

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Experience

VR2Planets
UX Designer, Apprenticeship
October 2021 - Present
Nantes, France

• Led the benchmark and the interaction design of geosciences VR software
• Created wireframes and hi-fi prototypes of space mission mediation software
• Conducted user interviews with planetologists and geologists

Airbus Helicopters
UX/UI Designer, Apprenticeship
October 2020 - October 2021
Marseille, France

• Designed 4 internal business software with an agile process, from user research to hi-fi prototype using the company's design system
• Conducted user interviews and collaborative problem framing workshops
• Collaborated closely with the development, the data scientist and the business development teams

Pléiade Digital
UX/UI Designer/Developer, Freelance
December 2019 - Present
Nantes, France

• Designed and developed websites and augmented reality applications for clients

Faurecia
UX/UI Designer, Internship
July 2019 - October 2019
Étampes, France

• Designed and developed MVPs of augmented reality and interactive touchscreen presentations to showcase car seats to customers with Unity software
• Collaborated closely with a development team based in India

Education

L'École de design Nantes Atlantique
Digital Design Master's degree
2020 - 2022
Nantes, France

• Created empowering and disruptive user experiences tackling mobility, education and science issues
• Developed project management and multidisciplinary teamwork skills thought professionalizing AR/VR projects

L'École de design Nantes Atlantique
UX/UI Design Bachelor's degree
2017 - 2020
Nantes, France

• Learnt to solve complex problems through agile design thinking methodologies and human-centred design approaches
• Adopted user research methods and developed rapid prototyping skills to create innovative and elegant digital products

Skills & Tools

Design Tools

Sketch, Adobe XD, Figma, Miro, Framer, Principle, Photoshop, Illustrator, InDesign, Premier Pro, After Effects, Aero.

Design Methods

Design thinking, user research, information architecture, user flow, journey mapping, wire-framing, user testing, interview, design sprint

Prototyping

HTML, CSS, PHP, JAVASCRIPT, C#, Three.js, P5js, Unity, ARKit, 3DS Max, Maya

Languages

English
Professional working proficiency

French
Mother tongue