

Simon Renault

Product designer
Creative Developer

ABOUT ME

Hello, I'm a product designer with a focus on user experience, interaction design, prototyping and creative coding.

Contact

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44 000 Nantes, France

SKILLS & TOOLS

Methodologies

Scrum / Scrumban / Agile
Object oriented UX

Prototyping

Adobe XD / Zeplin
Sketch / Priciple
Framer X / inVision studio

Code

HTML5 / CSS4 / Node.js / C#
Javascript (es6+) / Vue.js / React

Generative art

Processing (java)
P5.js / three.js (webgl)

Team

Trello / Slack / real time board
Git / GitHub

Languages

French : Native speaker

English : Excellent working knowledge
Toeic score : 945points

References available upon request.

EXPERIENCE

Stereolux

February 2019
Nantes, France

Led a workshop during Processing community days

Led a workshop at Stereolux in Nantes about digital art using the programming language processing and P5.js.

Worldskills France

November 2018
Caen, France

Vice champion of Webdesign & development

Winner of the regional competition, trained for months to reach excellence at a national level. Awarded by a silver medal at the National World-skills competition, learned to work under pressure. Designed and built rich interfaces under limited time.

GIDE

July-November 2018
Nantes, France

Product designer & developer intern

Worked as a product designer and software developer at Gide for 4 months. Improved the usability of a global survey service used by Kantar, OpinionWay, and other big actors of the market research industry. Designed and developed progressive web apps using the front-end framework VueJs. Introduced the team to UX best practises and object-oriented UX.

EDUCATION

2019

Interaction design Bachelor's degree at L'École de design Nantes Atlantique

2017

Attended interaction design courses including agile methodologies, user testing, screen design, and prototyping. Experimented à lot during group workshops and seminars.
Built an interactive installation featuring generative sound and visual to visualize equations taken from the chaos theory.

2017

Foundation year in L'École de design de Nantes Atlantique.

2016

Experimented with many design fields such as interaction design, product design, space design, packaging, and graphic design.

Conducted research about abandoned places across the world and why we should protect them.

2016

Baccalaureate equivalent to A-levels

2014

Scientific baccalaureate equivalent to A-levels with engineering sciences and European English options. Learned to deal with engineering problems, experimented with physics and robotics.

HOBBIES

- Passionate about cultures and traveled to more than 7 countries around the world.
- Draw a lot and already sold some prints of my artwork internationally.
- Work on generative and interactive art in my free time.
- Practiced archery for 4 years.
- Learned the basics of Japanese writing by myself