

Théo Richard

theorichard.com →

theoricharddesign@gmail.com

WORK EXPERIENCE

Onfido, London (UK)

Mar 2021 → Present

Senior Product Designer

- Led the Design and shipped Motion, a new face scan product that is easier to use, fully automated, and better against fraud. Adopted by 150 customers and used by 100,000 people monthly with clear rate of 97%.
- Led the Design and shipped a new product to scan the NFC chip in Identity Documents. Increased the NFC success rate from 42% to 85%.
- Led the Design and shipped a new ID scan product using on-device ML models to simplify and automate the scan. Document flow completion rate + 1st time success + Time to scan.
- Studio, Motion and Identity Document products heavily contributed to the acquisition of Onfido by Entrust in 2024 for \$650 million.

Jan 2019 → Mar 2021

Product Designer

- Co-designed the vision and shipped the V1 of Studio, a code-free tool for customers to configure and optimise their identity verification workflows. Adopted by X customers and used for X% of identity verification workflows.
- Designed and shipped key features for Onfido's Customer Dashboard including identity checks and reports, client support, dev tools, and analytics.

FITCH, London (UK)

May 2018 → Oct 2018

AR/VR UX Design Intern

- Designed and launched in-store Augmented Reality experiences using 2D and 3D recognition for Adidas. Displayed in 70 stores across 22 countries.
- Designed interaction patterns and templates for navigating retail stores in Virtual Reality.
- Designed an internal Augmented Reality app to showcase the technology and enhance project presentations for prospects.

Brooklyn Digital Foundry, New York (US)

Aug 2016 → Jan 2017

Interaction Design Intern

- Designed and prototyped an internal app to book meeting rooms.
- Designed brand identities, motion design graphics and ads for a school of cinema and an architecture firm.
- Designed a set of icons for the tool of a lighting company.

Swimmingpool, Nantes (FR)

Jul 2015 → Oct 2015

Interaction Design Intern

- Designed and launched an internal website for an internet security company.
- Designed brand identities, websites and motion design graphics for a software editor company.
- Designed logos, sets of icons and graphics for software and hardware clients.

EDUCATION

L'École de Design Nantes Atlantique, Nantes (FR)

2016 → 2018

Master's Degree in Immersive UX Design

2013 → 2016

Bachelor's Degree in Interaction Design

Arts et Métiers Paristech, Laval (FR)

2017 → 2018

Master's Degree in Virtual & Innovation Engineering

SKILLS

Product Vision & Strategy

Interaction Design (Native & Web)

Visual Design

Design Systems

Design Specs

Accessibility

Prototyping

User Research & Testing

Qualitative & Quantitative Analysis

Competitor Analysis

Sprints & Workshops

Collaboration & Communication

Mentoring

TOOLS

Figma, FigJam

For brainstorming, mapping logic, designing explorations, designing high-fidelity screens and basic prototyping.

Lottie, AfterEffects

For animated UI, animated illustrations and vision design.

Adobe Creative Suite

For any other visual work that can't be achieved by the tools above.

Protopie

For advanced interactive prototyping with native features (camera, haptics, sensors).

Atlassian, Google, Microsoft

Used to various corporate tools for collaborating and documenting my work.

HTML, CSS, JS

Mainly for personal projects and knowledge, which helps collaborating better with engineers.

AI tools

For both personal knowledge and making some design tasks more efficiently (copywriting, searching data, assisting with tools).

3ds Max, Substance 3D Painter, Unity

Mainly for personal 3D projects.

And, of course, Pen & Paper :)

LANGUAGES

French

Native

English

Fluent