BORDE Thibault

UX Engineer – Dual Degree EMSE / TU Wien

Young engineer passionate about user-centered design, accessibility, and inclusion. Dual degree holder from EMSE and TU Wien, combining skills in user research, Design Thinking, interactive prototyping, and full-stack programming. Currently seeking a first UX design position to apply my expertise in creating useful, inclusive, and engaging experiences.

Contact
Based in Lyon
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Soft Skills
Autonomy, Collaboration, Communication, Creativity, Presentation, Accessibility Awareness

Skills
Design & UX
- User research, usability testing
- Design Thinking, wireframes, personas, user journeys
- Interactive prototyping (Figma, Unity, React)
- Accessibility & inclusive design

Development
- Frontend : React, AngularJS, HTML, CSS (SASS, Tailwind)
- Backend : Python (Flask), Java, C#

Outils & Méthodes
- Git, Docker, AWS, Unix
- Agile methodologies
- Data visualization

Languages
French: Native
English: C1 (TOEFL: 106/120)
German: B1

Engagements
BDE EMSE: student event organization
Comines'Out: Treasurer, LGBT inclusion & well-being
Passions: history, geography, sports (basketball, football), gaming

Education
Dual Degree – Media & Human-Centered Computing
TU Wien, Vienna, Austria, 2023–2025
Master's in English focused on the theory and practice of human-computer interaction.
- **User-centered design:** User studies, Design Thinking, iterative prototyping, game design, gamification
- **Inclusive design:** Ethical design, assistive technologies
- **Interdisciplinary collaboration:** Interactive interfaces, data visualization, AR/VR, mixed reality, multimodal interaction

Ingénieur Civil des Mines (General Engineering)
École des Mines de Saint-Étienne (EMSE), 2021-2025
Top French engineering school – specialization in Computer Science. Topics included:
- **Software development**: Frontend/Backend, Cloud, IoT
- **Modeling & optimization**: operations research, problem-solving, software architecture, design patterns, parallel computing
- **Processing & analysis**: signals, images, OCR

Professional Experience
Internship – Technology Migration
Hardis Group, Seyssinet-Pariset, June–August 2023
- Migration of a tool used by most clients: developed a methodology to transfer content from an old technology to a new, more efficient pipeline-based solution.
- Contributed to a successful transition, reducing processing times by a factor of 10.
- Led training workshops for 8 colleagues to ensure adoption of the new methodology and technological solution internally and by clients.

Technical Projects
Master's Thesis – Guidance and Visualization Recommendation in Visual Analysis of Sports Event Sequences – TU Wien, 2025
- Developed a web application for football data visualization (**React + Python Flask**).
- Carried out **user studies** (tests, feedback, validation with 21 people including 6 experts).
- **Wrote and defended a scientific paper.**

Node Wars, Unity Video Game – TU Wien 2024
- Designed and developed a local multiplayer PC game with **Unity**.
- Conducted **user studies** (22 people) to optimize the gaming experience.
- Worked on **game design and iteration**.

KunstFluss in Seestadt – TU Wien 2024
- Interactive library and artistic projection system aiming to promote local art and community engagement.
- Applied **Design Thinking** methodology, **prototyping**, and **user studies**.