



BORDE Thibault

UX Engineer – Human-Centered Product Design & Development

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tthide.github.io/Personal-Portfolio/

UX Designer & UX Engineer passionate about crafting innovative, human-centered digital experiences. With a strong foundation in software engineering and UX research & design, I drive projects from user research to interactive prototyping, collaborating closely with multidisciplinary clients and stakeholders to create engaging, accessible solutions.

CORE SKILLS

UX / UI & Product Design

- User Research, Usability Testing, Surveys, Interviews
- UX Data analysis (quantitative & qualitative), insights generation
- Personas, User Journeys, Wireframes, High-Fidelity Prototypes (Figma, React)
- Design Systems, Accessibility (WCAG), Emotional Design & Storytelling

Engineering & Prototyping

- Figma, ReactJS, AngularJS, HTML/CSS, Python, Unity, C#, Java, Git
- Interactive Prototyping, Data Visualization, AI-powered Design Tools

Methods & Collaboration

- Workshop Facilitation (Ideation, Co-Design)
- Design Thinking, Product Discovery, Gamification, Cross-functional Teamwork

SOFT SKILLS

Autonomous, Collaborative, Empathic Communicator, Creative Problem Solver, Accessibility Advocate

LANGUAGES

French : Native

English : Fluent - C1 (TOEFL : 106/120)

German : Intermediate

ENGAGEMENTS

Student Union (BDE EMSE) : Organized campus-wide events and workshops

Comines'Out (NGO) : Treasurer, promoting LGBTQ+ inclusion & well-being

Passions : History, Geography, Basketball, Football, Gaming

EDUCATION

Master of Science - Media & Human-centered Computing - TU Wien

Vienna, Austria, 2023-2025

English-taught program focused on theories and practices of Human-Computer Interaction.

- **User-centered design:** user studies, Design Thinking, iterative prototyping, game design, gamification, data visualization
- **Inclusive design:** ethical design, assistive technologies, accessibility (WCAG)

Ingénieur Civil des Mines - École des Mines de Saint-Étienne

Saint- Étienne, France, 2021-2025

Engineering degree with a major in Computer Science & Software Engineering

- **Software Development:** Frontend/Backend, Cloud, IoT
- **Modeling, optimization, AI foundations and data processing** (signals, images)

EXPERIENCE AND KEY PROJECTS

Internship - Digital Project Manager, Hardis Group (France, June-August 2023)

- **Designed a migration methodology** for a new modern solution adopted internally and by most client companies (10x faster processing).
- **Conducted functional validation** and **created training materials** to support change management.
- **Facilitated training workshops** and supported 8 employees during internal and client onboarding.

Product Designer - Kunstabibliothek in Seestadt, TU Wien (2023-2024) ↗

- Designed a **unique and engaging user experience** through an iterative UX process focused on creativity and sustainability.
- Applied **Design Thinking**: Cultural Probes, Mockups, Interviews, Wireframes, Ideation, Prototyping.
- **Created the product identity** (name, logo, shapes, and visual design system).

UX Researcher - AR Walk Out Meetings, TU Wien (2024)

- **Conducted qualitative and quantitative user studies** (interviews, observation, mixed research design).
- Synthesized insights and delivered actionable **UX recommendations**.

Master Thesis - UX Designer & Full-stack Developer, TU Wien (2024-2025) ↗

Title: *Guidance and Visualization Recommendation in Visual Analysis of Sports Event Sequence*

- **Led the entire design and development process:** UX/UI mockups (Figma), software architecture, web app implementation.
- **Conducted user studies with 21 participants (6 experts):** interviews, surveys, data analysis.
- **Authored an academic paper** and defended the project **with Jury Honors** before an expert committee.