



BORDE Thibault

UX Engineer – Human-Centered Design & Development

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tthide.github.io

UX Designer & Engineer with a strong foundation in software engineering and UX research. I am passionate about human-centered design, combining research, prototyping, and development to create engaging, accessible digital experiences in collaboration with multidisciplinary teams.

CORE SKILLS

UX/UI & Ergonomics

- Figma, Illustrator, Photoshop
- Wireframes, high-fidelity UI design
- Personas, user flows, journeys, and information architecture
- Accessibility (WCAG)
- Design Systems: creation and evolution of configurable, themeable components
- Data visualization and dashboard design
- Developer handoff
- UX research: interviews, observation, surveys, usability testing , qualitative & quantitative analysis

Front-End Development

- React, Angular, TypeScript, JavaScript, HTML, CSS, Tailwind
- Consideration of technical constraints

Methods & Agile Practices

- Design Thinking, Lean UX, iterative prototyping
- Workshop facilitation (scoping, ideation, co-design)

SOFT SKILLS

Autonomous, Collaborative, Empathetic 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, Sports & Gaming

EXPERIENCES AND KEY PROJECTS

UX/UI & Product Designer – MonkeyBet (Product Project, 2025 – Present) ↗

- Designed a mobile-first digital product for social sports betting without financial stakes.
- Led full UX process: user research, journey mapping, wireframes, high-fidelity prototypes (Figma).
- Developed and maintained a coherent, themeable, and accessible design system.
- Front-end development of the app (React).
- **Continuously iterated based on user feedback toward public launch.**

UX/UI Designer & Developer – Master Thesis, TU Wien (2024 – 2025) ↗

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

- Managed end-to-end project: user journeys, wireframes, high-fidelity prototypes (Figma).
- Designed and implemented an interactive web dashboard (React + Python) with dynamic user guidance.
- Conducted user validation studies (21 participants, including 6 experts).
- **Achieved 73% user satisfaction on prototype evaluation.**

Product Designer – Kunstmuseum in Seestadt, TU Wien (2023 – 2024) ↗

- Led an international cultural project using Design Thinking and iterative prototyping to create a unique and engaging street cultural experience.
- Conducted UX research with 50+ participants: cultural probes, interviews, in-situ moderated and unmoderated user testing, and design games.
- Developed the product identity including visual design system, logo, and branding.
- **Final prototype was positively received by over 80% of participants.**

Digital Project Manager Intern – Hardis Group (Grenoble, Summer 2023)

- Developed a technology migration methodology with strong developer experience focus.
- **Trained 8 employees; methodology adoption led to a 10x faster processing time internally.**

EDUCATION

Double Degree – Master of Science in Media & Human-Centered Computing TU Wien (Vienna, Austria, 2023 – 2025)

- **Human-centered design:** user studies, Design Thinking, iterative prototyping, game design & gamification, data visualization, accessibility (WCAG)
- **UX research methods:** thematic coding, thematic analysis, descriptive & inferential statistics, user experience metrics (SUS, NASA TLX)

Ingénieur Civil des Mines - École des Mines de Saint-Étienne Saint-Étienne, France (2021 – 2025)

- General engineering degree with a **specialization in Computer Science**