Antoine Simon

Final-year engineering student specialising in Product Engineering and UI/UX Design.

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Education

- **EIGSI**, General Engineering, France (2022-2026)
- **Exchange**: NTNU (Ålesund, Norway, 2024)
- **Polytechnique Montréal,** First year of Engineering studies (2021 – 2022)

Experience

Circu Li-ion – Product Engineer Intern (May – Aug 2025, Luxembourg)

- Developed DigiOP, an AI-enabled SaaS for battery recycling, from MVP to production handover.
- Improved user onboarding experience by designing 3 landing pages and user flows in Figma.
- Reduced validation cycles by 30% by iterating directly with business users.

Projects

Wavee – iOS App (Swift) (2024 – 2025)
Social app for music reviews, available on the App Store

- Improved API performance by 50% by building a backend shared across mobile and web.
- Created a consistent user experience and full brand identity (logo, design system, typography, UI patterns).
- Enabled scale to thousands of users by securing a granted quota extension from Spotify.

Wavee – Web Platform (Symfony + React) (2024 – 2025)
Music reviews website, available at waveemusic.com.

- Reduced operational costs and improved performance via containerisation (Docker) and caching layers.
- Increased API stability by 75% by optimising Spotify integration and reducing API requests.
- Delivered a seamless UX by designing flows for reviews, interactions, and music discovery.

TikTok Content Creation (Side Project) (2022 – 2025)
Grew a TikTok account to 160k followers and 40M+ views by producing advanced 2D/3D animations.

Skills

- **Programming:** Swift (iOS, SwiftUI), React, Symfony (PHP/JS), PostgreSQL, HTML/CSS
- **Design & UX:** Figma (Prototyping, Wireframing, UX testing), After Effects, Blender
- **Tools & Platforms:** Docker, DigitalOcean, GitHub Actions