👋 Pierre Philouze 📐

🌐 **www.pierrephilouze.com**

pierre.philouze@gmail.com
+33 6 79 49 72 20

PERSONALITY

• **Global Mindset / Adaptive**
 Lived in different countries

• **Empathic / Sensitive**
 "Everything has an explanation"

• **Observant / Curious**
 Inspiration from travels

• **Detail Oriented**
 "Small details make big projects"

LANGUAGES

• **French** – *Native*

• **English** – *Fluent*

MOST USED SOFTWARE

• **Figma** – *UI / UX software*

• **Visual Studio Code** – *Code editor*

• **Github** – *Development platform*

• **Adobe Suite** – *Ai, Ps, Ae, Id, Lr*

• **Notion** – *task management tool*

• **Claude** – *AI workflow assistant*

SOME INTERESTS

• **Photography**
 Canon EOS-80D, Olympus mju-II

• **Plants**
 Outdoor bonsai, indoor plants

• **Craft Arts**
 Kenta Anzai (ceramics), Makoto Azuma (flowers)

• **Outdoor**
 Bikepacking, running, cyling

WORK EXPERIENCE

2025 - Present
FREELANCE
Product, UI / UX Design

Designing a payment orchestrator platform. I work on optimising digital payment flows, create intelligent payment routing for higher success rates, complex use cases such as split payments, retries, and multi-currency processing, etc.

2020 - Present – Amsterdam, Netherlands
THE THINGS INDUSTRIES
Product, UI / UX Designer

IoT company offering LoRaWAN® network stack for integration with client solutions. In charge of an IoT devices management platform. Improving the user journey toward the app.
Building the entire design system alongside engineers, update branding and graphics.

2019 – Amsterdam, Netherlands
THE THINGS NETWORK
UI / UX Designer, Brand designer

End of studies internship in an IoT company building a community around LoRaWAN® technology.
In charge of the UI of the websites, the branding of the company and an annual conference that gather 2500+ visitors.
Assisting on the creation of a device management platform.

2017 – Shanghai, China
CENTDEGRÉS CHINA
Brand Designer Intern

Global creative agency crafting the brands of tomorrow.
Photoshoot, magazine, packaging design, key visuals, brochures.
This experience helped me develop my attention to detail, shaped my aesthetic tastes and sharp my brand design skills.

2016 – Rennes, France
CL CORPORATION (NOW TRIOTECH)
Interaction Designer Intern

Set up 4D immersive attractions.
Development of a 3D game controlled by your own body thanks to IoT devices.
Desk based experience coupled with the field implementation.

EDUCATION

2014 - 2019 – Nantes, France
MASTER'S DEGREE, INTERACTION DESIGN
L'École de Design Nantes Atlantique

Learn UI / UX design, web development, human / machines interactions, motion design. Thesis topic: How to balance culture and globalisation in an international city like Shanghai.

2017 - 2019 – Shanghai, China
EXCHANGE, TRANSCULTURAL DESIGN
China Studio, L'École de Design Nantes Atlantique

Study and adapt to an unfamiliar culture, extract learning, and address concrete challenges through design.

2014 – Rennes, France
A-LEVELS DIPLOMA / FRENCH BACCALAURÉAT
Lycée Saint-Vincent

Scientific knowledge.