



Pierre Philouze

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Based in Amsterdam

[LinkedIn](#)

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, cycling

2025 - Present

FREELANCE

Product, UI / UX Design

Designing a payment orchestrator platform. Working on optimising digital payment flows, creating 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, updating the 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.

Assisted on the creation of a device management platform.

In charge of the UI of the websites, the branding of the company and an annual conference that gather 2500+ visitors.

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 sharpened my brand design skills.

2016 – Rennes, France

CL CORPORATION (NOW TRIOTECH)

Interaction Designer Intern

Set up 4D immersive attractions.

Developed 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

Learnt 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

Studied and adapted to an unfamiliar culture, extracted learning, and addressed concrete challenges through design.

2014 – Rennes, France

A-LEVELS DIPLOMA / FRENCH BACCALAURÉAT

Lycée Saint-Vincent

Scientific knowledge.