



 **Pierre Philouze** 

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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

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

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. Improve user journey toward a device management platform. Work on a design system, update branding and graphics.

2019 (6 months) – Amsterdam, Netherlands

THE THINGS INDUSTRIES

UI / UX Designer, Graphic Designer Intern

End of studies internship in an IoT company offering LoRaWAN® network stack for integration with client solutions. In charge of the UI of the websites, the branding of the company and graphism of an annual conference that gather 2500+ visitors.

2018 (1 month) – Jingdezhen, China

THE OPPOSITE STUDIO

Observer

Studied the Chinese porcelain process and the traditional techniques. Work with many artists from all over the world. Experiment different approaches of porcelain work.

2017 (6 months) – Shanghai, China

CENTDEGRÉS CHINA

Graphic Designer Intern

International design agency specialized in perfumes and cosmetics. Photoshooting, magazine, packaging design, key visuals, brochures.

2016 (4 months) – Rennes, France

CL CORPORATION (NOW TRIOTECH)

Interaction Designer Intern

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

EDUCATION

2017 - 2019 – Shanghai, China

MASTER'S DEGREE, TRANSCULTURAL DESIGN

China Studio, L'École de Design Nantes Atlantique

Immerse in an unknown culture, learn, answer specific issues thanks to design solutions. End of studies project topic: How to balance culture and globalization in an international city like Shanghai.

2014 - 2017 – Nantes, France

BACHELOR'S DEGREE, INTERACTION DESIGN

L'École de Design Nantes Atlantique

Learn UI / UX design, web development, Human / Machines interactions, motion design.

2014 – Rennes, France

A-LEVELS DIPLOMA / FRENCH BACCALAURÉAT

Lycée Saint-Vincent

Scientific knowledge.