



QUENTIN DEBAENE

UX/UI DESIGNER

About me

I am UX/UI Designer with several years of experience as Industrial Designer in England and France. My desire to focus more on the User and my interest in the Tech Environment drove me to User Experience Design.

My mission is to identify problems by listening to people & design innovative solutions accordingly.

I believe that good work happens in a positive and attentive environment, so I always bring my smile and my ears to work.

HARD SKILLS

- Design Thinking Methodology
- Agile
- Sketch
- Invision
- Figma
- Marvel
- HTML/CSS
- Adobe Creative Suite

LANGUAGES

French - Native

English - Fluent

CONTACT DETAILS

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Linkedin:

<https://www.linkedin.com/in/quentin-debaene/>

Medium:

<https://medium.com/@quentindebaene>

Behance:

<https://www.behance.net/quentindebaene>

UX/UI DESIGN PROJECTS

AIO (All In One) - Responsive Website

- Design of a responsive website for an online insurance startup, from recommendations based on my UX researches.
- Creation from scratch of UI style guide

Readee - iOS App

- Hi-Fi MVP of a subscription-based app that encourages people to read more by setting goals / From UX researches to Hi-Fi prototype / Team of 2.

Pompéï au Grand Palais - Responsive Website

- Website to promote a physical exhibition in an interactive way

Shazam - iOS App Feature

- Development of a Hi-Fi conceptual memory album feature. Finding business opportunity, adopting brand design guidelines, testing usability

WORK EXPERIENCES

Project Manager Designer

Centedge, Paris | March 2019 - August 2019

- Adaptation to different kind of projects in fast-paced environment
- Overseeing production with manufacturers
- Good understanding of client needs and companies DNA
- Working in collaboration with graphists, architects, project owners, etc

Founder

Jayé, Paris | April 2017 - February 2019

- Entrepreneurial personal project: creation of a brand & range of bags
- Product development & manufacturing overseeing
- Successful crowdfunding campaign & product delivery

Window Designer

Louis Vuitton, Paris | December 2016 - April 2017

- Creating 2D technical plans and 3D models for approved concepts
- Working on prototype development and specs for prototypes
- Overseeing production in collaboration with the Purchasing Team

Junior Industrial Designer

Matter, Bath, England | April 2014 - October 2015

- Missions on Product, Packaging Design and Strategy
- Development and testing of concepts for R&D projects
- Application of Design Thinking Methodology
- User & Field researches

Junior Industrial Designer

Forpeople, London, England | March 2013 - February 2014

- Participating to projects in all phases with interdisciplinary teams on a diverse fields (high-tech, mass market, aeronautic, cosmetics)

UX/UI DESIGN PROJECTS

UX/UI Design Bootcamp

Ironhack - Paris, France | March 2020 - May 2020

- Project-based, intensive 10-week training on UX and UI methodology and tools, and fundamentals of HTML/CSS coding

Industrial Design Master Degree

ISD Rubika - Valenciennes, France | 2008 - 2013