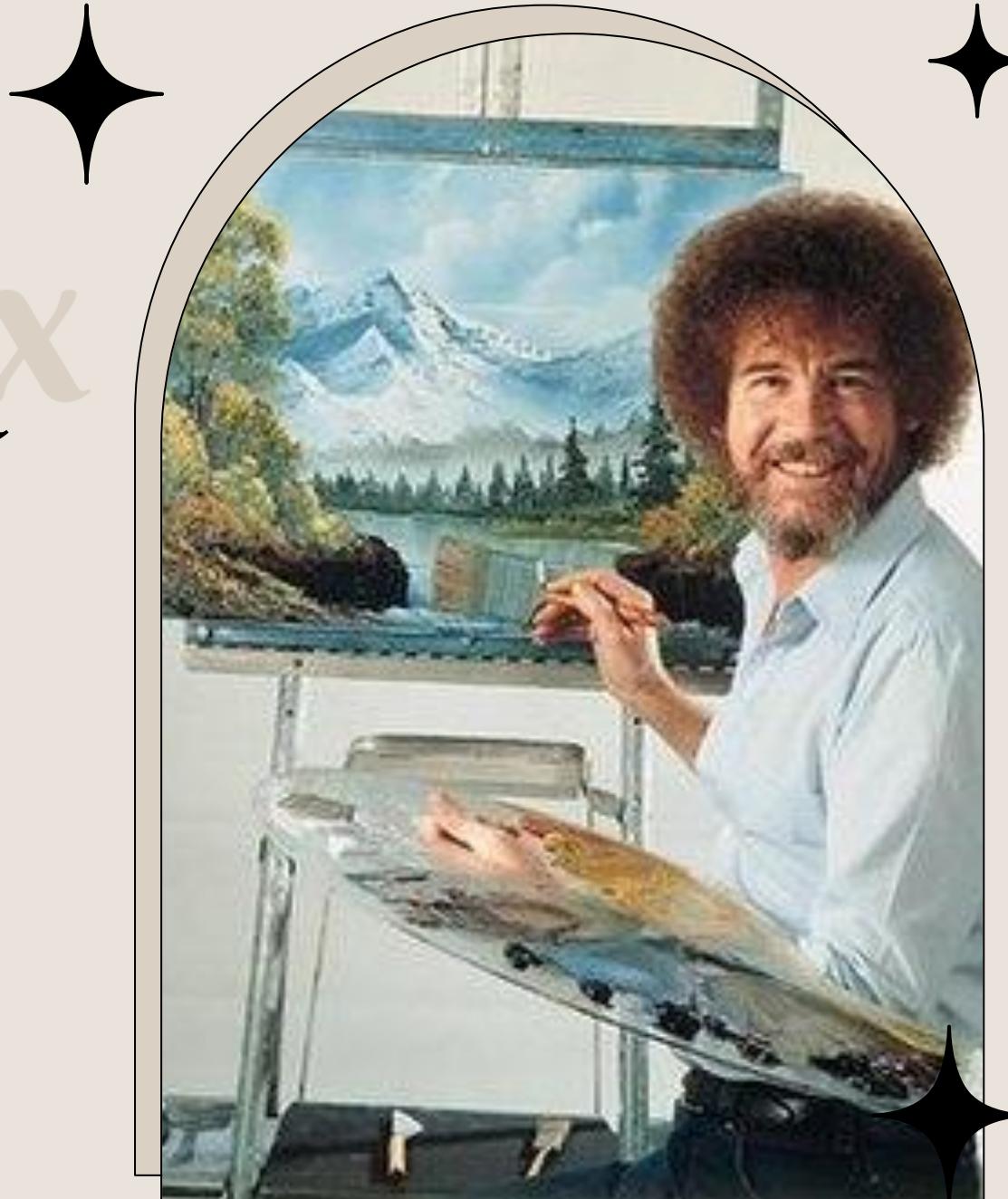


Survivre aux designers

Figma dev mode



Mathys Deshaies



1

WTF Is Figma

2

A Successful Handoff

3

Recurring Problems

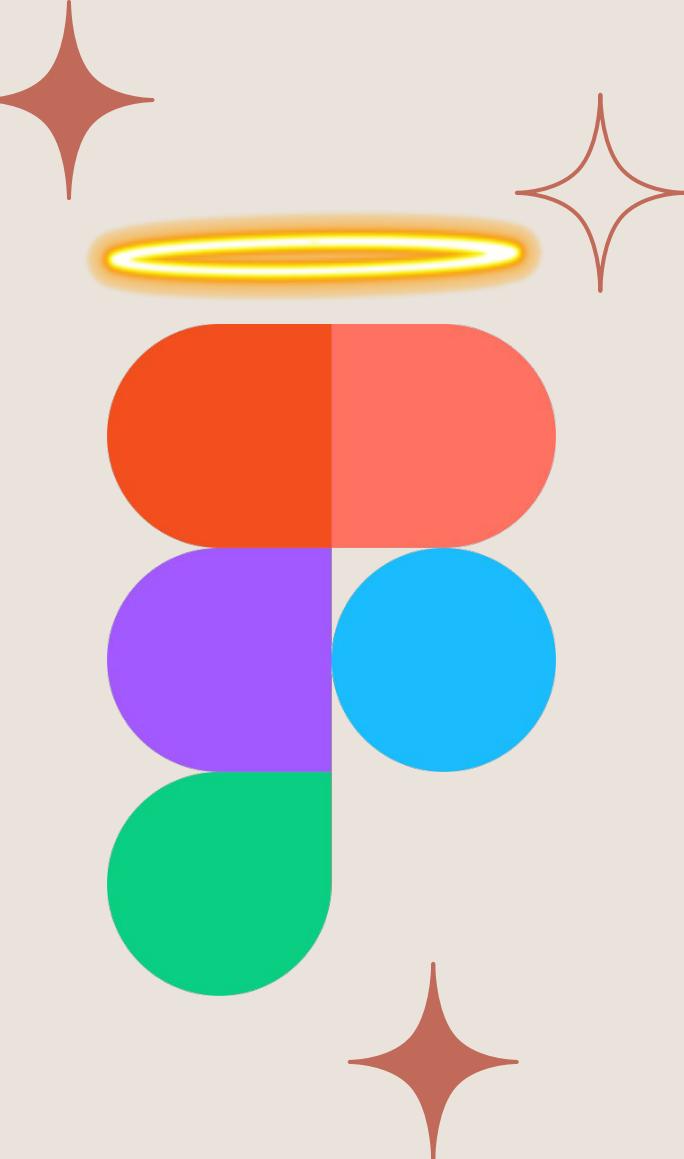
4

Meeting with your Designer

1

WTF Is Figma





Figma

- **Outil collaboratif** pour créer des **interfaces** de sites web et d'applications.
- Sortie en **2017**
- **Moderniser le design** en le rapprochant du **développement logiciel**

Bring to front

Send to back



Design

Prototype



100%

Okay, mais comment on utilise ça?

Demo

Timeline



Station detail

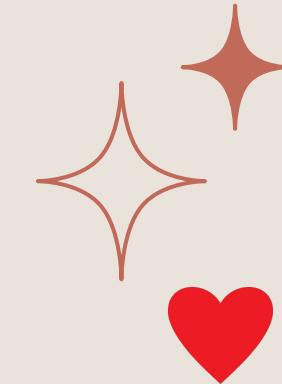


Map



Pourquoi Figma?

- **Divulgation progressive**
- **Expérience adaptée au rôle**
- **Collaboration en temps réel**
- **Standard de l'industrie**



1

WTF Is Figma

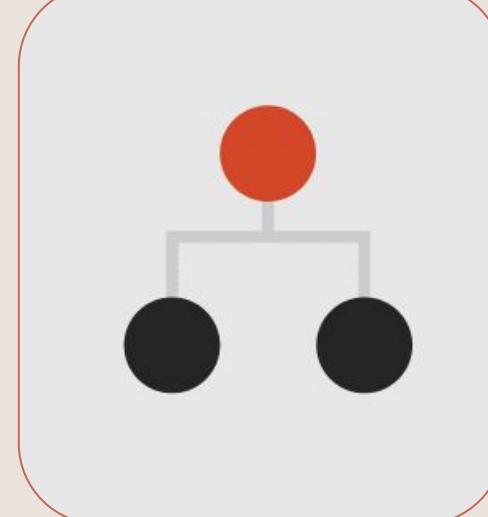
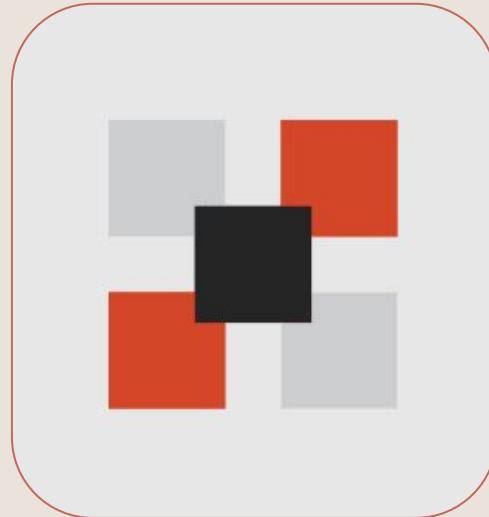
2

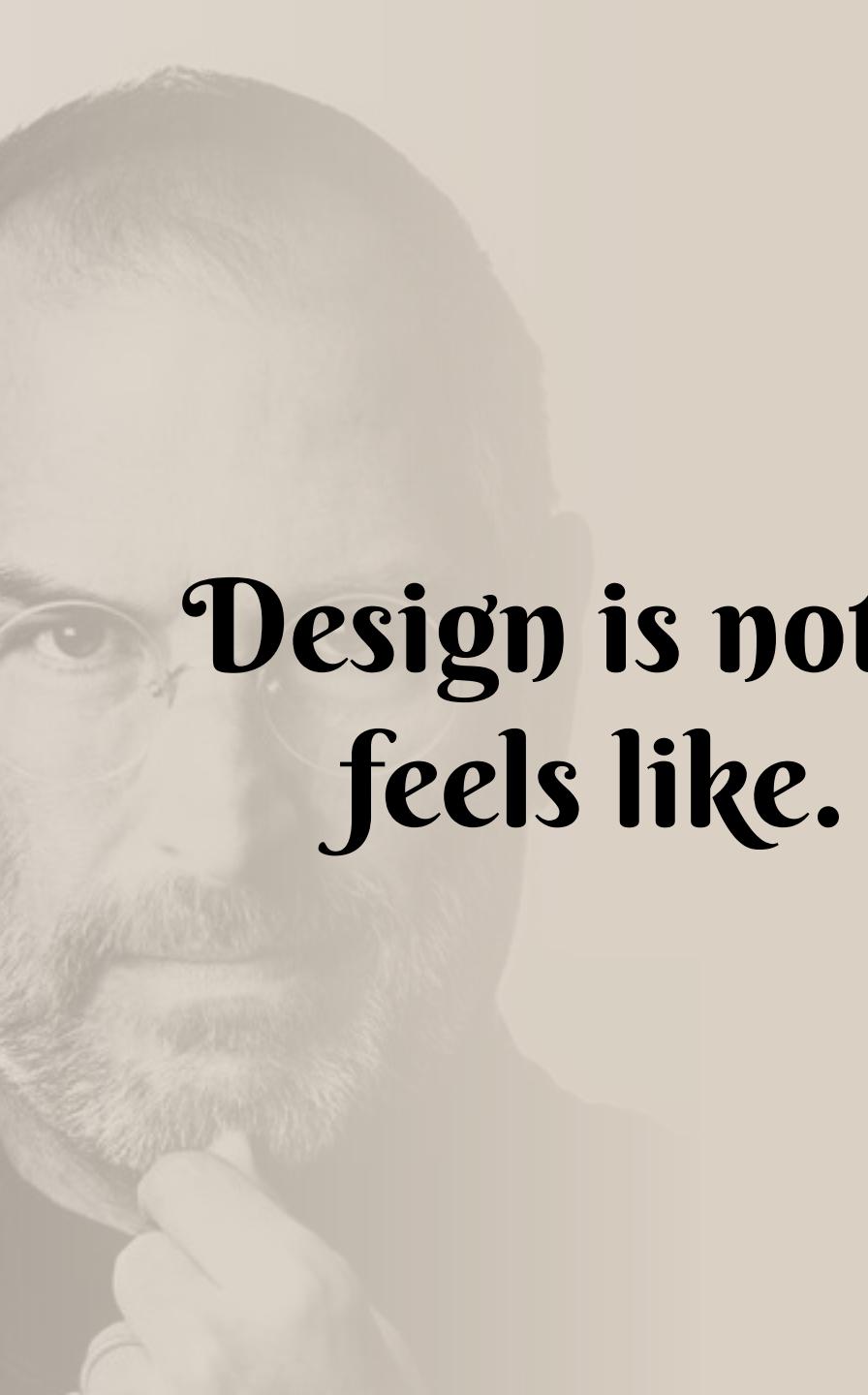
A Successful Handoff



Handoff?

- Contexte complet
- Implémentation efficace
- Centralisation de l'information





66

**Design is not just what it looks like and
feels like. Design is how it works.**

- Steve Jobs





On n'est pas des
designers



 Demo

1

WTF Is Figma

2

A Successful Handoff

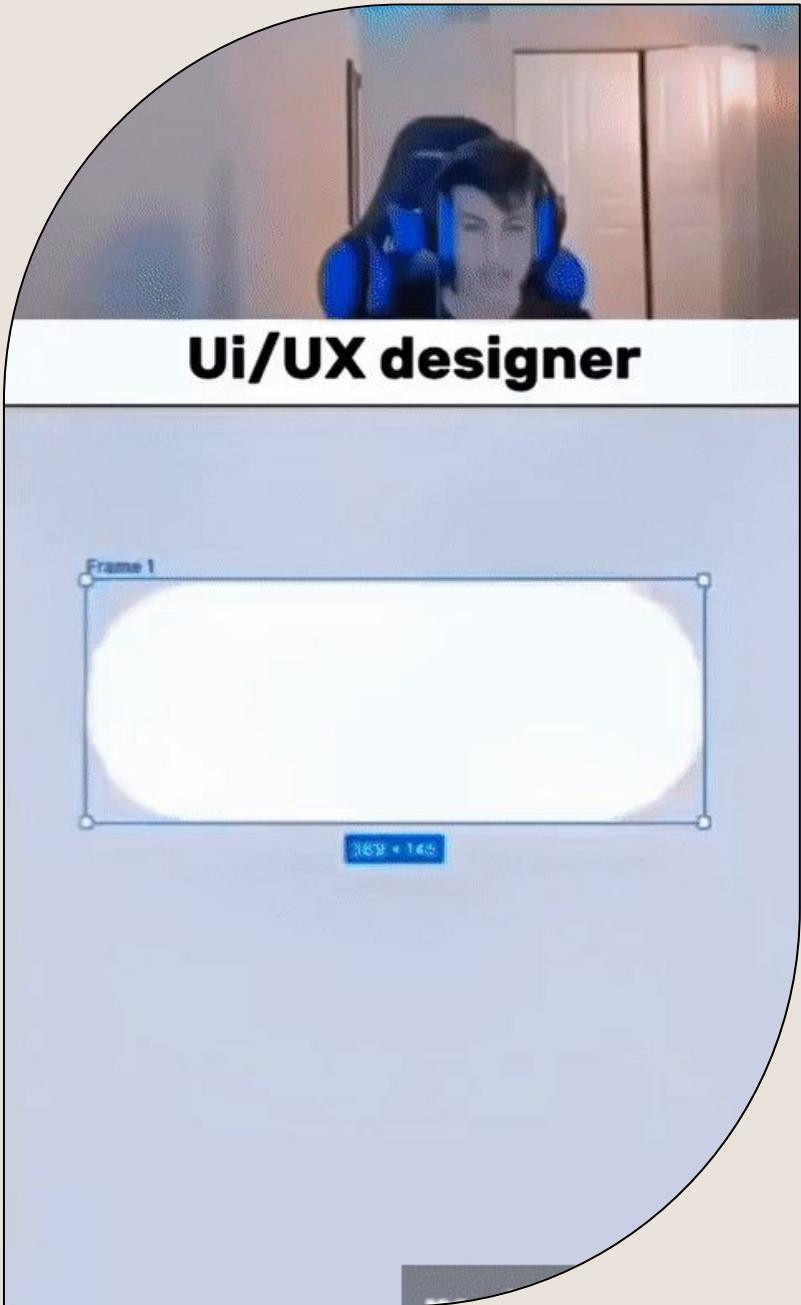
3

Recurring Problems



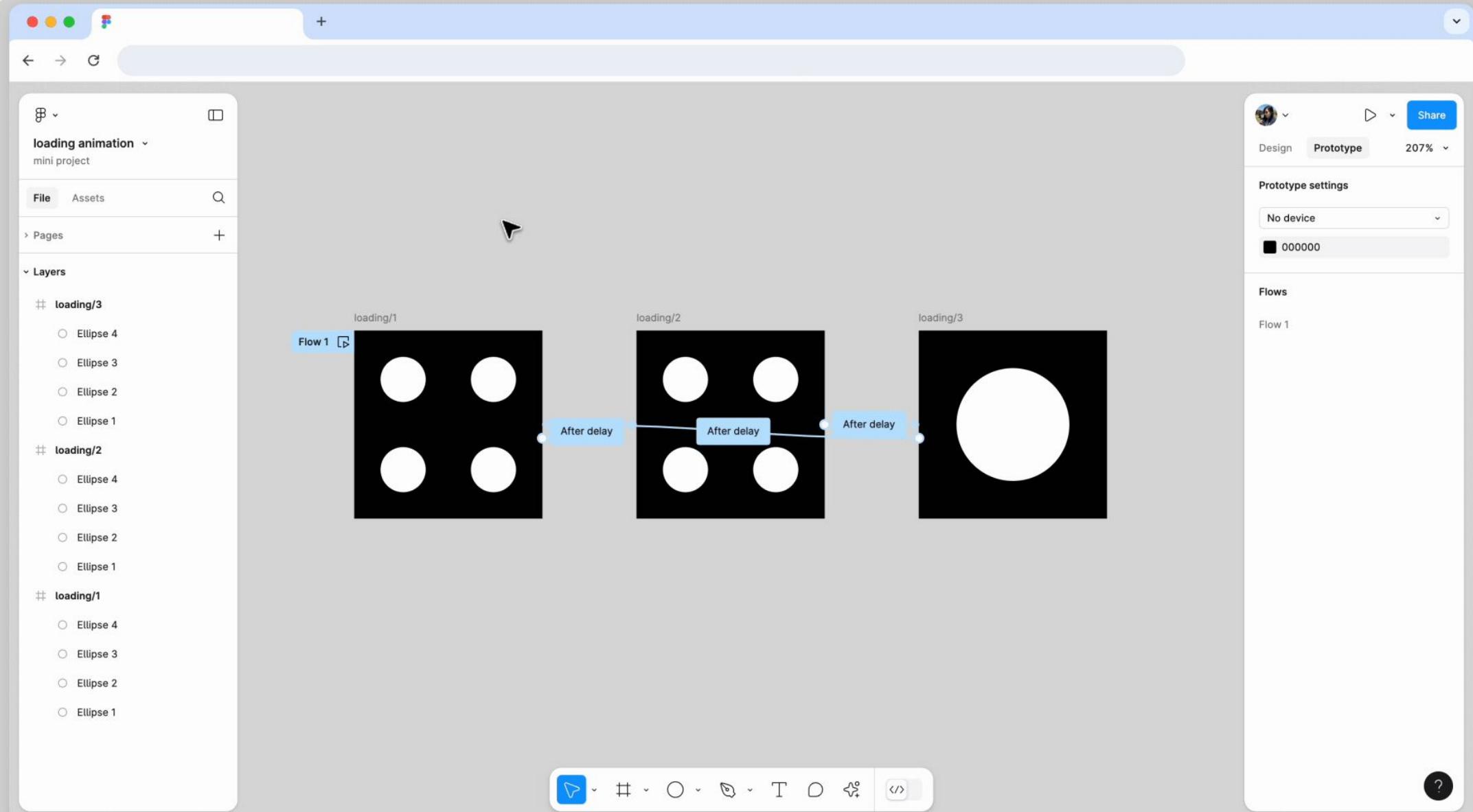
La flexibilité offerte aux designers



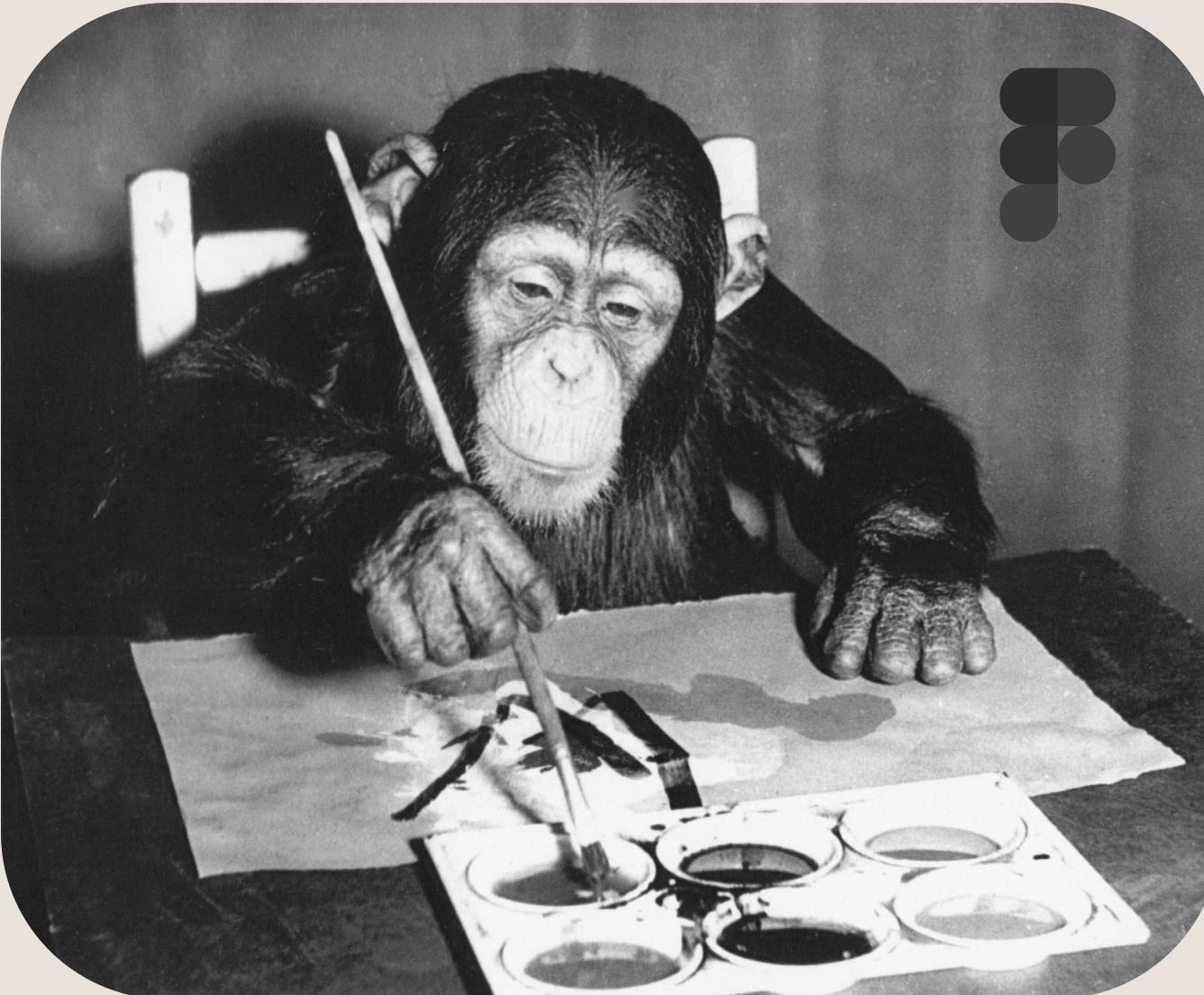


... mais très flexible

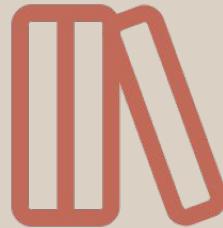




Les bonnes pratiques



Le manque d'information transmis par le visuel seul



Gestion principes d'accessibilité



Demo

New component

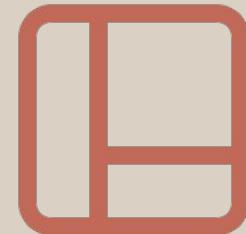
Propriétés

Composants
imbriqués

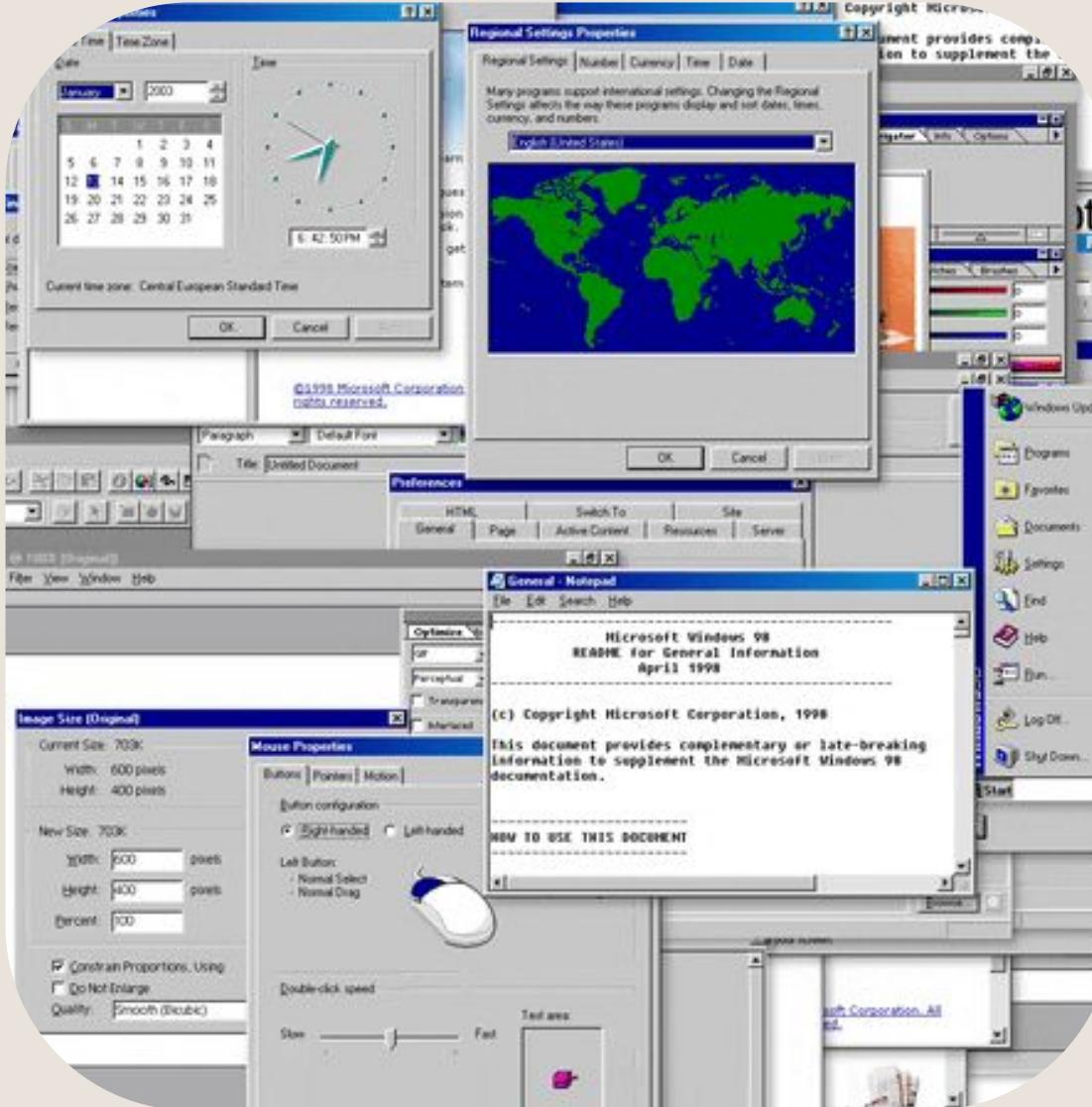
Espacements et
dimensions

Styles

Demo



Extension VSCode



Typography

20 STYLES

4

a variable font family carefully
& designed for computer screens.

Aa Aa

Colors

80 STYLES

Components

FULLY AUTO-LAYOUT

Button 5 sizes / 3 styles



Comprendre ce qui a changé





La communication contextuelle

 Demo



Component
wrapper

Style variable

Defined props

 Demo

1

WTF Is Figma

2

A Successful Handoff

3

Recurring Problems

4

Meeting with your Designer





Carnet des règles

1. Concevoir comme un navigateur
2. Une source de vérité par composant
3. Variants = props réelles
4. Pas de magie visuelle sans validation
5. Tailles fixes justifiées
6. Annotation des interactions et l'accessibilité
7. Utilisation de variables
8. Être un bon citoyen 

Peut-on tout blâmer sur le designer?





Solutions?

3 rencontres :

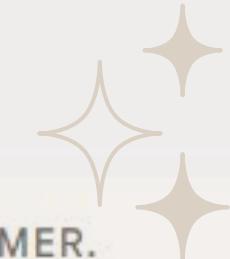
- **Partage de connaissance sur son domaine (x2)**
- **Comportements et détails de la maquette**



Aujourd'hui

< >

Mars 2026



DIM.

LUN.

MAR.

MER.

1

2

3

4

GMT-05

7 AM

8 AM

9 AM

10 AM

11 AM

Partage de
connaissance (Code)
De 8 à 10am

Partage de
connaissance (Design)
De 8 à 10am

Nerds team



Developpeur



Designer



Rate Limiter
Limitante de tasa

Autonomie Limiter la fréquence des requêtes
Entregar la autonomía

ConFoo.ca

DEVELOPER CONFERENCE



Merci



Mathys Deshaies

