

Simon Lalonde

✉ slalonde.design@gmail.com 📍 Montreal, QC 🌐 simonlalonde.github.io 🌐 English & French

EDUCATION

M.F.A. in Design Research and Development

August 2020

The Ohio State University

- Researched and wrote a master's thesis on the importance of ensuring that the voices of minorities are faithfully captured in the synthesis and conclusions of codesign activities (co-creation) in the context of public project development

Bachelor of Industrial Design

May 2017

Université de Montréal

- Developed a mobile application prototype to improve child safety and facilitate attendance management in public childcare center (CPE) as a final year project

WORK EXPERIENCE

Service Designer

May 2021 - August 2021

Meilleur Monde - Service design studio

- Developed and presented recommendations for the SCENIC telepresence technology from the Society for Arts and Technology's (SAT) to facilitate its use and improve the user experience in schools
- Designed a proposal for the new "teen zone" of the Saint-Bruno-de-Montarville public library developed from the results of a codesign activity conducted with 16 teenagers of the city and an online survey
- Visited multiple Montreal public libraries and wrote reports with specific recommendations for each of them to improve their user experience in the context of COVID-19

Design Graduate Teaching Associate

August 2018 - May 2020

The Ohio State University

- Taught fundamentals of design classes to first-year undergrad students (~30 per semester) enrolled in the Design Foundations Program
- Created and recorded tutorials to help students learn to use Adobe Photoshop, Illustrator and InDesign
- Provided positive/constructive feedback throughout project development and graded student assignments and projects

Project Designer- Research Technician

July 2017 - December 2017

Université de Montréal

- Collaborated in the organization of a two-day conference at Concordia University on the theme of responsible conduct in research-creation
- Designed the graphic material and managed the printing of all materials for the conference
- Developed co-creation activities for the members of the Social Sciences and Humanities Research Council (SSHRC) and the professors from multiple universities attending the conference

SKILLS

User experience design

- Research: ethnography, interviews, literature review, photography
- Creating codesign activities: co-creation tools, material fabrication, facilitation
- Prototyping: mobile and web application wireframes, mock-ups, 3D models
- Results analysis: elaboration of recommendations, report writing

Software

- Adobe Creative Cloud: Photoshop, InDesign, Illustrator, Lightroom, Premiere Pro
- UX design: Axure, Wordpress, HTML, CSS
- 3D design: Solidworks, PrusaSlicer (3D printing)
- Research and analysis: NVivo, QDA Miner, Zotero

HONORS AND VOLUNTEERING

- **Design and Society Grant** — Master's thesis research project (Université de Montréal) 2019
- **OSU Graduate Teaching Associateship** - Scholarship (The Ohio State University) 2018
- **La Boussole community employment service program** — Volunteer graphic designer (YMCA Montreal) 2017