

PROFILE

Independent visual interface designer with over twenty years of experience designing digital products.

SKILLS

- Product Design, Art Direction, Visual design, Iconography, Interface design, UI, UX and User Research
- Proven track record of delivering simple, intuitive and elegant designs, on time and on budget
- Excellent at collaborating with clients, product teams and engineering
- Tool of choice: Figma
- Native French speaker. Fluent in English.

CONSULTING / FREELANCE WORK EXPERIENCE (2003 - PRESENT)

- 2023-25 **Integra LifeSciences** (Medical Product Company) – Product Designer
Designed digital interface of neurosurgical device that monitors intracranial pressure, from start (early proof-of-concept prototypes) to finish (detailed specs for dev team).
- 2020-22 **BD** (Medical Product Company) – Product Designer
Created R&D prototypes of medical digital products in collaboration with BD's Strategic Innovation group
- 2017-20 **Catalyst Innovation Partners** (UX Web Agency) – Visual and UX Designer
Client: Ubisoft. Redesign of main website (ubisoft.com) for this leading Video Game company.
- 2016-20 **Futuredraft** (Digital Design Studio) – Visual and UX Designer
Client: GE. Change Healthcare. Redesigned software interface (visual and UX design). Conducted user research.
- 2018-19 **Ensto** (Construction Management Software) – Product Designer / Visual Designer
Designed interface for suite of Web tools to manage the schedule, budget and management of construction sites.
- 2014-15 **Facebook** – Contract Product Designer on Ads & Pages
Involved in every aspect of the product development process, from brainstorming features, conducting user research and prototyping concepts, down to documenting detailed specifications and optimizing graphics.
- 2014 **Jut** (Data Analysis Startup) – Visual Designer and Product Designer
Designed look and feel for enterprise IT web-based tool. Helped develop custom Bootstrap theme to implement design. Created branded suite of icons. Wireframed flows to define user scenarios.
- 2012-13 **GE** (Multinational Conglomerate) – Visual Design Lead
Worked at GE's UX Center of Excellence on a variety of projects, primarily GE Predix.
- 2012-13 **Abbott** (Health Care Company) – Visual Design Lead
Established look and feel for suite of software for the management of diabetes.
- 2012 **Electronic Arts / SimCity** (Video Game Studio) – UX Designer
Worked on "pre-game" interface (i.e. the screens BEFORE launching the game.)

- 2010-11 **Cooper** (UX Agency for Web and Digital Devices) – Visual Designer
Clients include Perforce Commons (web-based tool bringing version control to a non-engineering audience), Thomson Reuters and Citrix
- 2005-09 **Adaptive Path** (UX Web Agency) – Visual Design Lead
Clients include New York Life (suite of websites for managing 401K accounts), Citysearch (local businesses reviews), UCSF Medical Center (main hospital and pediatric hospital), MyThings (website and logo).
- 2009 **Electronic Arts / Spore** (Video Game Studio) – Web Designer (maternity leave replacement)
Developed interfaces and visuals for several new sections of spore.com and Spore's in-game browser. Game iconography for Spore Galactic Adventures, the first expansion pack for the award-winning PC game.
- 2008 **Hot Studio** (Web Design Agency) – Visual Design Lead
Clients include Nexant (solution platform for sustainable energy), smallaa.com (social network), Cisco
- 2007-08 **Google** – Freelance Illustrator & Designer
Created illustrations and interfaces for a suite of Google Gadgets for the Google Desktop. Prototyped interfaces for R&D projects related to Google Maps.
- 2007 **San Francisco Chronicle** (Newspaper) – Visual Design Lead
Redesigned SFGate.com in collaboration with Studio Sungo.
- 2003-04 **Classroom Connect** (Instructional Programs for Teachers) – Visual Designer
Redesigned corporate website. Worked on interface of instructional web-based software.

SALARIED WORK EXPERIENCE (1996 - 2001)

- 2000-01 **Bigstep** (Website Building Tool) – Visual Interface Designer
- 2000 **Phoenix Pop** (Web Design Agency) – Design Director
Led visual design of LeapTrack, an educational product by LeapFrog. Conducted user testing with teachers.
- 2000 **Epicentric** (Software Startup) – Director of User Experience
Designed the 2.0 and 3.0 user interface of Portal Server, an infrastructure software for building highly personalized portal-like web sites.
- 1998-99 **Interactive Bureau** (Web Design Agency) – Design Director
Clients include Microsoft, MindHealth, Linuxcare, GayNet
- 1996-97 **CNET** (Online Media Company) – Junior to Senior Designer
Worked on NEWS.COM, CNET.COM, download.com, activex.com, events.com, chat.com, and Snap!

EDUCATION

- 1994-95 **Parsons School of Design** (New York, NY)
Communication Design Department, one year on special grant from City of Paris
- 1991-94 **Ecole Supérieure d'Arts Appliqués Estienne** (Paris, France)
BFA in Communication Design (BTS d'expression visuelle)