

GUILLAUME LE MENÉ

Product Designer (UX/UI)

Looking for new opportunities as a UX/UI designer

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Education

2022

Psychology and Game UX Master Class

User Experience and cognitive sciences applied to game design.

Course by Célia Hodent (the gamer's brain)

2021

Master's degree design and entrepreneurship Co-op program in Montreal

Lessons and workshops supervised by designers, Training centered around entrepreneurship.

Co-op as a full-time designer for several companies of the Centech incubator.

2019

Interaction design Bachelor's degree

l'École de design Nantes Atlantique

Lessons and workshops given by experienced designers : UX/UI, prototyping, 3D, graphic design, code, electronics, ergonomics, information architecture, sociology ...

Numerous partnerships with companies : Videotron, Arkea, Maif, CEBPL, Nantes city hall ...

Languages

French

Native language

English TOEIC: 990/990

Advanced level

Skills

Design

UX Design

UI Design

Prototyping

Graphic Design

Motion Design

3D Modelisation

Video Editing

Agiles Methods

Software

Adobe XD, Figma **Advanced**

Adobe Suite **Advanced**

After-Effect **Advanced**

Premiere-pro **Advanced**

3DS Max **Intermediate**

Blender **intermediate**

Fusion 360 **Beginner**

Experience

September 2021 - Now

Kyloonn: KT Racing UX Designer Junior (Paris) for Test Drive Unlimited Solar Crown

Holistic game UX design for Test Drive Unlimited Solar Crown (MMO racing game).

Design of single and multiplayer features in direct interaction with the game design, dev and UI teams.

Conception of a sustainable design system. Conduct and analyses of playtests along the game development.

April 2021 - Internship (6 month)

Renault Technocentre UX-UI design Intern (Paris)

Renault's Experience Vision Design team

Prospective UX Design Research for the driver's HUD display of cars 7-10 years upstream of production.

September 2019 - September 2021

Flare Systems UX-UI design co-op (Montréal)

Complete UX-UI overhaul of the product Firework, a cybersecurity search engine for the dark-web used by the biggest financial institutions in Canada. Integrating user centered design and prototyping in the workflow of the company.

2020

Hookmotion UX-UI design co-op (Montréal)

360° Design of Tablemotion, a product that displays live data on blackjack tables in casinos. Using computer visions and cameras to capture everything going on in a game of blackjack. Making sure everybody plays by the rules.

2018 - Internship

Webreathe UX-UI design intern (Amiens)

Design of a people flow monitoring solution displaying city-wide data on an interactive map collected through 3D stereoscopic sensors in buses.

Contests

Hackathon CEBPL caisse d'épargne **First place**

Service design formation and contest in collaboration with professionals from the banking industry.

Worldskills 2018 regional selection **Second Place**

48h Webdesign contest: UX-UI, prototyping and front-end development.

Miscellaneous

Classic Rock

Video Games

Costumes Design

Video and photography

Volley-ball **10 years**

Kickboxing **2 Years**

Martial Arts **3 Years**