Georges
Product Designer

in ⊙   Portfolio ⊕

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Work

User Experience Manager ◆ DASSAULT SYSTEMES

2022 - Now

Definition and harmonization of UX & UI guidelines applied across brands, applications and services.

Lead and plan the implementation of application analytics to understand and track usage.

Design and evolution of design system components for the entire portfolio of applications.

User Experience Engineer ◆ DASSAULT SYSTEMES

2018 - 2022

Definition and harmonization of UX & UI guidelines for the SIMULIA brand.

Product designer for Results applications, for both PC and web.

User Experience Designer, Motion Designer ◆ OLLCA

2015 - 2017

UX overhaul of the coupon site, and design of the new marketplace launched in 2016.

Motion design communication videos and illustrations for various media.

Education

User Experience Design

UTC ◆ Master's degree

2016-2018

User experience design, cognitive sciences and engineering.

User Interaction Design

Polytechnique ◆ Bachelor

2015 - 2016

Usability, interaction and user interface design.

Technological University Degree

MMI ◆ Computer Science

2013 - 2015

Web development, graphic design, video editing and other digital skills.

Projects

Game Designer   **2020 - Now**

Development and deployment of a mobile RPG video game for iOS & Android. Made with Unity.

Product Reviewer   **2012 - Now**

Video reviews of high-tech products such as smartphones, laptops, tablets and smartwatches. Collaborated with companies like Microsoft, LG or Lenovo.

Skills

Adobe CC ✂   Figma ⊹

Unity ⬡   Front < >

Wordpress ⊞   Analytics ⊞

Research ⌕