



Simon Renault

Ui/Ux Designer
Creative Developer

ABOUT ME.

I am an interaction designer and self-taught developer constantly searching for opportunities to learn new things. French Silver medalist of Web-design at World-skills Competition.

Contact

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SKILLS & TOOLS.

Methodologies

Scrum / Scrumban / Agile
Object oriented UX

Prototyping

Adobe XD / Zeplin
Sketch / Priciple / Craft
Framer X / inVision studio

Code

HTML5 / CSS4 / SCSS
Javascript es6 / Vue.js / React
Laravel / PHP / Node.js
Electron / glsl

Generative art

Processing (java)
P5.js / three.js (webgl)

Team

Trello / Slack / real time board
Git / GitHub

Languages

French : Native speaker
English : Excellent working knowledge
Toeic score : 945points

References available upon request.

EXPERIENCE.

Freelance

2019-Today
Nantes, France

Freelance Product designer & front-end developer

Designed & developed a creative website for an Artist.
Worked as a consultant for GIDE, a software development company.

Stereolux

February 2019
Nantes, France

Processing community days

Led a workshop at Stereolux in Nantes about digital art using the programming language processing and P5.js.

Worldskills France

November 2018
Caen, France

WorldSkills National silver medal of Webdesign

Winner of the regional competition, trained for months to reach excellence at a national level. Awarder by a silver medal at the National World-skills competition, learned to work under pressure. Designed and built rich interfaces under limited time.

GIDE

July-November 2018
Nantes, France

Product designer & developer

Worked as a product designer and software developer at Gide for 4 months. Improved the usability of a global survey service used by Kantar, OpinionWay, and other big actors of the market research industry. Designed and developed progressive web apps using the front-end framework VueJs. Introduced the team to UX best practises and object-oriented UX.

EDUCATION.

2019 **Interaction design Bachelor's degree at L'École de design Nantes Atlantique**

2017 Attended interaction design courses including agile methodologies, user testing, screen design, and prototyping. Experimented à lot during group workshops and seminars.

Built an interactive installation featuring generative sound and visual to visualize equations taken from the chaos theory.

2017 **Foundation year in L'École de design de Nantes Atlantique.**

2016 Experimented with many design fields such as interaction design, product design, space design, packaging, and graphic design.

Conducted research about abandoned places across the world and why we should protect them.

2016 **Baccalaureate equivalent to A-levels**

2014 Scientific baccalaureate equivalent to A-levels with engineering sciences and European English options. Learned to deal with engineering problems, experimented with physics and robotics.

HOBBIES

- Passionate about cultures and traveled to more than 7 countries around the world.
- Draw a lot and already sold some prints of my artwork internationally.
- Work on generative and interactive art in my free time.
- Practiced archery for 4 years.
- Learned the basics of Japanese writing by myself