



THIBAUT PETIT

UX/UI ENGINEER

Holistic Product Vision/ Prototyping/ Lean UX

Nov 24

Skills

UX

Sketching
Benchmarks
Analysis & Research
Figma/ Illustrator
User Interviews
Wireframing
Prototyping
KPI specifications
User Test
Specs for developers
Lean UX/ lean startup

UI

Mind Maps/ ideations
Logo/Poster creation
Graphic Identity
Illustrator

Front-end

HTML5/ JS/ JQuery
Object oriented
Image Generation
Asynchronous functions

Back-end

PHP/ MySQL
Wordpress
API creation

Experiences



5 yrs - Part time

Responsible for UX/UI redesign of a suite of four software solutions for French public services. From understanding user needs, to wireframing, creating mockups and proposing my implementation in HTML/CSS/JS, constantly dealing with the software's serious technical debt.



6 months

Responsible for the UX/UI behind the creation of an internal cross-service platform for investment banking. I interviewed users and implemented quick prototypes using Agile methodology. This way, my wireframes served as a common ground for the IT and Business teams to clarify specs.



1 yr

Created and improved UX for several features of the Ubisoft Club, a social network for Ubisoft's players. Also had the chance to work on Far Cry's online map exploration tool, through benchmarks, wireframing, prototyping and testing with actual players.



6 months

Responsible for the redesign UI on the most used software for libraries worldwide. This software being an open-source solution with many modules and dependencies, my understanding of the front-end was a key point to design a flexible interface to ease its implementation.



4 yrs

Built a unique e-commerce platform for selling personalized dice, including the development of WordPress modules in JS/PHP that allow clients to design their own dice with images and text. In addition to UX/UI design, this project deepened my understanding of the full business stack, from branding, SEO and marketing to client relationships, financial planning and logistics. I used my coding skills as much as possible to automate tasks, optimizing both the user and business management experience.



6 months

Responsible for the redesign of a whole feature for cooking instruction in a mobile app for a connected device. I led creative workshops, conducted UX/UI research, and collaborated in a small team on Lean UX methodologies.



I studied web, design and development for six years at four different universities, specializing in graphic design at the North Wales School of Art and focusing on UX, web technologies, and business development at HÉTIC, one of France's top web schools.

About me

Extrovert, Curious, Creative, Proactive, Efficient,
Ai optimist, Fluent in English, intermediate in Spanish

Interests

Music making, Coding, Tech, Art, Video making, Ai, DeFi,
Painting, Hiking.