

# Alexandre Trimoulet

## Product Designer

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## Achievements

- 3+ years of experience in UX, UI & Interaction Design with tech startups in Paris, France.
- 1 year of experience in Product Management using Agile methodologies with tech startups in Paris and San Francisco.
- Wrote an article on Medium (uxdesign.cc) that became the most popular article on about design systems, made the top 20 of the day, currently count more than 22k views, 5.3k claps, and has been shared by many leaders in the industry. Now give talks about this topic.

## Experience

### Product Designer, Agorize

January 2017 to January 2018 - Paris, France

- Owned features of both b2b and b2c products from gathering user needs & business goals to delivering the solution.
- Built a Design System to improve product quality, designers workflow, collaboration within the team and solve other problems.

### Associate Product Manager (Intern), Sourceeasy

July 2016 to December 2016 - San Francisco, California

- Managed and owned several features from conception (UX Research, UI, Interaction, Usability Tests...) to delivery (QA, testing, roll-out...).
- Worked on the long-term vision and annual roadmap with the Senior PM and Head of Product.
- Agile (SCRUM) management with product team (3 pers.) & remote tech team (10 pers.).

### Product Designer (Intern), Triber

July 2015 to January 2016 - Paris, France

- Designed web & mobile apps, and worked on new features from end-to-end of the design process directly with the CEO.
- Designed styleguides, brand guidelines, visuals, pitch decks and motion design to create the brand identity, the communication and the design process.
- Acquired 7 press features, including VentureBeats, Sony Blog, FrenchWeb, Maddyne.

## Freelance

April 2014 to today - Paris, France

- Helped 7 startups by creating websites, app prototypes, brand identities, videos, motion designs.

## Side Projects & Leadership

### Granular — Attribution tool for subscription-based SaaS companies

January 2017 to June 2017 - Paris, France

- Worked on Product Design and Product Management — defined and designed the MVP according to user needs, business strategy and technical feasibility.
- Defined and designed the brand identity and brand guidelines.

### Buddy — Consumer mobile app to find a workout partner in real-time

September 2015 to December 2015 - Paris

- Tested concept through a landing page, targeted marketing, surveys & focus groups.
- Acquired 350+ potential users that shared with me their emails addresses, personal infos, needs & expectations.

### Montreuil Zoo — Music collective

April 2014 to today - Paris, France

- Funded a music collective and a team of 4 pers to promote artists through podcasts and events. Acquired more than 3k fans, created 40+ exclusive podcasts (60+ hours) and launched a website.

## Education

### Master of Science in Computer Science (Design, Engineering, Business/Management), HETIC

September 2012 to December 2017 - Paris, France

- Studied diverse fields such as UX, UI, HCI/Interaction Design, Branding, Product & Project Management, Front-end engineering, Back-end development, Information Systems, Security, Hardware, AI, Data Science, Web Analytics, Growth Hacking, Video, Finance, Entrepreneurship, Business Development, Verbal & non-verbal communication, Philosophy, Ethics, Psychology...
- Fast-paced and collaborative project-based pedagogy that allowed me to work on several group projects, including building a video game in JavaScript, designing and developing websites & mobile app, launching a business, making a short-movie.

### Baccalauréat Economy & Social Science, Lycée Palissy

2009 to 2012 - Agen, France

- The Baccalauréat is the high school diploma — Economy & Human sciences course, with English Language as an option.