

Alexandre Trimoulet

Product Designer

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Experience

Designer, Sevenhugs

March 2018 to today - San Francisco, California

- Designed new features for Smart Remote (UX Research, UX Design, UI Design, UI Sound Design, Specifications)
- Redesigned the mobile app and the mobile app design system
- Designed the packaging sleeve used for retail and online sale
- Redesigned the website (Competitive benchmark, Architecture, Wireframes, Wireflows, Hi-fi mockups, Prototyping)

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 from scratch and wrote an article on Medium to share my experience, that became one of the most popular article about design systems, made the top 20 of the day on Medium, counts more than 33k views, 6,7k claps.

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 a styleguide, brand guidelines, visuals, pitch decks and motion design to create the brand identity and creative direction.
- Acquired 7 press features, including VentureBeats, Sony Blog, FrenchWeb, Maddyness.

Freelance

April 2014 to July 2017 - Paris, France

- Helped 7 companies 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, prototype & 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.

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.