

Quentin Gauvrit

Lead UX Designer & Researcher

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Skills

8+ years of experience in UX/Product Design, Research, IA and Management:

- Static & interactive wireframing / Prototyping
- User research through depth interviews, field studies, desk research, ...
- User / interaction flow design, customer journey mapping
- Information architecture, card sorting, tree testing
- Usability Testing – moderated in person or remotely, or unmoderated
- Interaction & UI motion design
- Line management, guidance and mentoring for UX teams

Selected Experience

Bleach London – Lead UX Designer (Feb 2020 – Sep 2020, Contract)

Designed Bleach London's new online platform, with a focus on creative & conversational interfaces and e-commerce flows. Daily tasks included wireframing, user flow design, prototyping, information architecture and light user research, as well as UI design & Product Management.

Hero® – Senior UX Researcher / Designer (Apr 2019 – Oct 2019, Contract)

Helped Hero's Product team set up their new User Research/Design strategy, by setting UX processes & templates, planning & conducting research & usability testing activities, wireframing, supporting Product team on light research, leading broader research endeavours.

Jellyfish – Senior UX Designer (Jun 2018 – Mar 2019, Contract)

Worked on a law firm's (Simmons&Simmons) and Jellyfish's own websites redesigns: User research, information architecture, wireframing, prototyping, interaction design, user interviews & testing, workshops preparation and facilitation, presenting to stakeholders.

publicis•poke – Senior UX Designer (Jan 2018 – May 2018, Contract)

Worked on the Huawei and Virgin Voyages accounts, with a focus on Information architecture, wireframing, prototyping, interaction design, UX documentation, presentations to stakeholders.

DigitasLBi – Senior UX Designer (Jun 2017 – Sep 2017, Permanent)

Daily tasks included information architecture, wireframing, prototyping, presenting to internal and external stakeholders, for both one-off projects and retainer accounts.

UNIT9 – Head of UX (Oct 2013 – Jun 2017, Permanent)

As lead UX designer – worked on a wide array of user-centered, responsive websites & mobile apps. Daily tasks included information architecture, user research, user flows, static & interactive wireframing. Involved in both production and new business work.

As head of the UX department – teamed up with other heads of departments and producers to manage the team's bookings. Mentored colleagues and provided guidance on projects as needed. In charge of UX recruiting for full-time, freelance and intern talent. Designed and applied new company-wide UX+QA processes.

HKI Hellohikimori – Project Manager / UX Designer (Jun 2012 – Sep 2013, Permanent)

UX design and project management for a variety of desktop, mobile web and app projects

HETIC – Web School (5-year diploma / 2008 – 2013)

Studies in project management / Web design / Web development / Web Marketing

'Baccalauréat ES / économique et social' Diploma (2007): Social and Economics

English language diplomas (2004 – 2007)

- FCE (cum laude) / TOEIC Bridge (174/180) / European Diploma of Competence
- Fluent in English & French

Selected Education

Awards

FWA: 10x Mobile of the Day + 6x Site of the Day / **Awwwards:** 3x SOTD