

Quentin Gauvrit

Freelance Lead UX Designer & Researcher

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Skills

7+ years of experience in UX 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, whether moderated in person or remotely, or unmoderated
- User Data & feedback analysis
- Line management, guidance and mentoring for UX teams

Selected Experience

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)

Lead UX Designer / Information Architect tasks:

Worked as lead UX designer 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.

UX department management tasks:

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

Selected Education

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

- Web projects management (theory & practice on real-life projects)
- Web design / development / marketing lessons

'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

Awards

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