Quentin Gauvrit

Lead Product Designer & Researcher

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Skills

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

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

Selected Experience

Soho House – Lead Product Designer (March 2022 – Feb 2023, Contract)

Spearheaded UX/UI refresh of B2C website, optimised membership application experience, conducted usability testing & research on all design projects.

Zalando — Senior Product Designer (Jan 2021 – Dec 2021, Contract)

Lead user research and product design efforts on several critical projects within the supply & buying team, part of Zalando's Retail Operations department. Daily tasks included extensive user research, UX/UI design, information architecture, user flows, journey mappings, in-depth usability testing.

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 user research, as well as UI design & Product Management.

Hero® (now part of Klarna) **— Senior UX Researcher / Designer** (Apr 2019 – Oct 2019, Contract)

Helped Hero's Product team set up their new User Research & Design strategy: created UX processes & templates, planned & conducted user research + testing activities, wireframing, research support.

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, IA, wireframing, prototyping, IxD, user interviews & testing, workshops preparation and facilitation.

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)

Work on one-off projects & retainer accounts: IA, 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 Head of UX – collaborated with other Heads and producers to manage the team's bookings. Mentored colleagues and provided guidance on projects as needed. In charge of UX recruitment for full-time employees, freelancers and interns. Designed new company-wide UX+QA processes.

Leading UX design on a multitude of user-centered websites & mobile app, VR & experiential projects. Daily tasks included information architecture, user research, user flows, static & interactive wireframing. Involved in both production and new business work.

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 French Master 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