Quentin Gauvrit

Product Design Lead

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Skills

10+ years of experience in UX/UI & Product Design, Research, IA and leadership

- Static & interactive wireframing / prototyping
- User / Interaction flow design, customer journey mapping
- Information architecture, card sorting, tree testing
- User research depth interviews, field studies, desk research, moderated & unmoderated usability testing
- User interface & interaction design
- Line management, guidance and mentoring for UX/UI/Product design teams

Selected Experience

ioconic — Product Design Lead (Apr 2023 - Present, Permanent)

Leading all Product Design work streams on two ventures within the ioconic studio: Vennio and Sera.

End-to-end Product Design process, from initial discovery exploration, user research, UX/UI iterations, prototyping, collaboration with product & engineering, through to mobile/desktop web and native app implementation.

Soho House — Lead Product Designer (Mar 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)

Led 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)

Online platform design. Focus on conversational 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 – 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)

Redesigns for Simmons&Simmons (law firm) and Jellyfish websites: 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, and stakeholder management.

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 – synced with other Heads & producers to manage team's bookings. Mentored colleagues and provided guidance on projects. 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.

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