

David Lecoutre

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Systems-level design thinker and full-stack designer with experience in designing and developing intuitive software applications. Usability expert with understanding of how to align forward-thinking design, engineering, and business needs.

EXPERIENCE

Product Designer

TripActions - *Palo Alto, CA*

May 2019 - Current

- Led our booking applications redesign for business travelers to support the new needs of our 3,000 customers spending over 2 billion per year.
- Focused on design thinking, user research, data driven design and customer experience.
- Improved the booking experience by reducing the error rate from 15% to 5%.
- Currently implementing the new design system, coordinating with PMs, designers, and engineering.

Senior User Experience Designer

The Walt Disney Company - *Bristol, CT*

Mar 2016 - Feb 2019

- Rebuilt and modernized ESPN's Design System to improve productivity, consistency and quality, reducing design time by 60%.
- Successfully redesigned and launched over 8 critical revenue generating web applications, enabling the ads sales team to manage operations, complex workflows and inventory.
- Boosted company's ability to innovate faster by implementing the Google Design Sprint.
- Served as Design Lead for a 20+ member interdisciplinary Agile team, responsible for supervising the design process, delivering wireframes, and high fidelity mockups..

Chief Software Engineer & UX Designer

Robotics Unlimited - *Pensacola, FL*

Mar 2015 - Mar 2016

- Hired as first employee by founding team to contribute to innovating robotics technology. Contributed to engineering efforts as well as operations, marketing, design, and product.
- Lead the design of a web-application used to aggregate and visualize patient medical records using Angular. Managed design development and UX of complex workflow models.
- Provided leadership and mentorship to the design team via regular coaching sessions.
- Designed and oversaw build of an iOS app for StandIT, a standing desk controlled by smartphone. The app featured wellness tracking, proximity detection, and a calorie counter.

Interaction Designer & Prototyper *(Research associate)*

Institute for Human and Machine Cognition - Pensacola, FL

Feb 2007 - Mar 2015

- Designed a real-time distributed system for race car drivers: data visualizations, and one iOS app. Improving performance and training of professional race car drivers.
- Designed a patented gesture-based interface with haptic feedback, motion capture and gaze tracking to control a robotic surgery simulator for the da Vinci Surgical system.
- Built control and tactile feedback for an Exoskeleton to help paraplegic individuals to walk, jointly developed by NASA and IHMC. The latest version gets silver medal in the Cyathlon.
- Prototyped and delivered team-based simulator built in Java for the US Air Force that measured cognitive workload by monitoring heart rate, pupillometry and EEG.
- Initially hired as an intern and engineer on the Sensory Substitution for Wounded Service Members project financed by the U.S. Army Medical Research Lab.

Interaction Designer *(Intern)*

Thales Airborne Systems - France

2005 - 2006

- Designed, developed and delivered an end-to-end, web-based inventory management system for mission critical and dangerous materials.

SKILLS

Strategy

- Design Thinking
- Information Architecture
- Prototyping
- Design Systems
- User Flows/Scenarios
- Interaction Design

Research

- Usability Testing
- Gaze Tracking
- Survey
- User Interviews
- Competitive Analysis
- Sensory Substitution

Design

- Sketch
- InVision
- Principle
- Axure
- Wireframing
- Adobe Suite

Coding

- Java
- GIT
- Objective-C
- HTML/CSS/JS
- Matlab
- Angular

EDUCATION

Master of Engineering (with honors), Cognitive Engineering (HCI)

Ecole Nationale Supérieure de Cognitive - IPB - Bordeaux, France

2007

Bachelor of Science, Computer Science

ESII - Merignac, France

2004