hinfraytheo@gmail.com +33 7 66 85 73 73 theo-hinfray.fr

Theo Hinfray

Product Designer

Skills

Experience

Favorite Tools

Product Designer @ Make.org

Figma

SEPT 2021 - TODAY - PARIS

ZeroHeight | Notion
Zeplin | Abstract
Adobe Illustrator | Photoshop

Working for a participatory democracy platform that allows citizens to express themselves on social issues.

Adobe Illustrator | Photoshop

AB Tasty | Contentsquare

UX Research | UX Design | UI Design | Design System Management

Product Design

Lead UI Designer @ AXA

Pixel-Perfect Prototyping

UI Design

Interaction Design

Design Specifications

Design System Management

Designing high-fidelity prototypes for the brand new features

Building and managing a Design System for AXA.fr linked to Storybook

UX analytics | UI Design | Design System Management | Illustration

Redesigning interfaces and components to build a digital identity

Design System Designer @ Thales

UX Research

SEPT 2019 - JAN 2019 - PARIS

Design Thinking Workshops

User Testing

UX analytics

UI Designer in a SAFe organizations of 7 development teams located in Paris, Mexico and Singapore for a security platform Building a Design System from it's core foundation.

Design System at scale | DS Management | DS Documentation

Awards

Visual Design

UX/UI Designer @ Renault Retail Group

FEB 2017 - SEPT 2019 - PAR

Adobe Creative Jam

itive Jam Worki

Winner of a UX/UI contest from Adobe France

Working in a digital internal agency as a UX/UI Designer
Pushing forward the main website renault-retail-group.fr to design
fresh new features, components and visual designs
Crafting landing-pages from its visual identity to the conception
of a pixel-perfect prototype

UX Design | UI Design | Post Deployment Testing | Visual Design

Strategie X Renault

2018 - PARIS

Customer engagement prize for our landing-page proposing to book a test drive at home

Education

IIM / "User Experience Designer" Master Degree

2019 - LA DÉFENSE

Relevant Coursework: UX research methodologies, UI best practice, Hololens/AR/VR prototyping, cognitive psychology,...