GUILLAUME LE MENÉ

Product Designer (UX/UI)

Looking for new opportunities as a Product Designer (UX/UI)

Portfolio: **g-lemene.com**

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Education

2024

UX strategy for video game development
Strategies for the development of efficient UX process in video game companies
Course by Célia Hodent (the gamer's brain)

2023

The process of designing intuitive UI
User Experience and UI processes applied to game development.
Course by David Candland (*Halo, Destiny ...*)

2022

Psychology and Game UX Master Class
User Experience and cognitive sciences applied to game design.
Course by Célia Hodent (*the gamer's brain*)

2021

Master's degree design and entrepreneurship Co-op program in Montréal
Training centered around entrepreneurship.
Co-op as a full-time designer for several companies of the Centech incubator.

2019

Interaction design Bachelor's degree
l'École de design Nantes Atlantique

Work experience

September 2021 - Now   (Paris - Lyon)

KYLOTONN : KT RACING   UX Designer
Project : Test Drive unlimited Solar Crown
Holistic game UX design and UI Integration for Test Drive Unlimited Solar Crown (MMO racing game).
Design of features in direct interaction with the game design, dev, UX and UI teams. Conception of a sustainable design system. Iterative design matching analytics of playtests along the game development.

April 2021 - Septembre 2021 (Paris)

RENAULT TECHNOCENTRE   UX-UI design intern
Prospective automotive UX design research
Renault Experience Vision
(Driver HUD display)

September 2019 - September 2021   (Montréal)

FLARE SYSTEMS   UX-UI design co-op
Complete UX-UI overhaul of the product *Firework, a cybersecurity search engine for the dark-web used by the biggest financial institutions in Canada.* Integrating user centered iterative design and prototyping in the workflow of the company.

2020 (Montréal)

HOOKMOTION   UX-UI design co-op
360° Product Design of *Tablemotion*, a tool that displays live data on casinos blackjack tables. Using computer visions and cameras to capture everything going on in a game. Making sure everybody plays by the rules.

2018 - Internship   (Amiens)

WEBREATHE   UX-UI design intern
Design of a people flow monitoring solution displaying city-wide data on an interactive map collected through 3D stereoscopic sensors in buses.

Languages

French
Mother tongue

English TOEIC: 990/990
Conversational and Professional proficiency

Skills

Design
UX Design
UI Design
Prototyping
Graphic Design
Motion Design
3D Prototyping
3D Graphics

Softskills
Agiles Methods
Tech Enthusiast
Sense of initiative
Great oral communication
Intellectual curiosity
Artistic sensibility
Ability to summarize

Software
Adobe XD, Figma Expert.
Adobe Suite Expert.
After Effects Proficient
Blender Intermediate
Substance Intermediate
Unreal Engine Beginner

Miscellaneous
Visual Arts
Video Games
Video and photography
Improv
Progressive Rock