JOAQUIM DYLAN
UX/UI DESIGNER

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ABOUT ME

I specialize in interface design and user research in the past 4/5 years, while I got some experiences as a graphic & web designer when I made my debut in this field.

I've worked designing digital experiences in a variety of contexts; at startups and companies mostly and i've experienced working with teams brainstorm, whiteboard concepts, user workflows, co-conception workshops, create Design Language system as wireframes and prototyping ideas.

In my free time I exercise more often my knowledge in design, creating or renewing graphic creations and keep myself updated on design softwares.
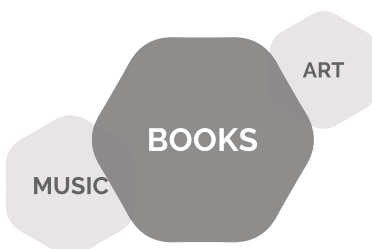
SKILLS

Software that I'm familiar with:

- Invision   • Sketch   • Craft / Abstract
- Adobe XD   • Balsamiq   • Axure
- Photoshop   • Illustrator   • InDesign

I've worked with many tools and I can easily learn an another one if it's necessary.

INTERESTS

ART
BOOKS
MUSIC

WORK EXPERIENCE

UX/UI Designer @Ineo Systrans (company of Engie)

September 2021 - Today
Aim to design, develop and implement modular and reliable smart transport systems and services to facilitate journeys, provide drivers with backup and improve transport network operation. Trought UX audit, user research (field observations), animation of workshop, designing and prototyping differents solutions. I'm doing their design system and their guidelines with little UI kits for their smaller products.

UX/UI Designer @Ogury (company)

December 2018 - October 2019
I've ensured the continuation and enhancements of their Design System and been working closely with the UX pole (learning + works in support)
Evolution of micro-interactions interfaces while working on their design survey to better target our users with ads
Make pixel perfect on models using plugins and challenging them, made feedback on each features thanks to testings and improve iconography for homogenized them
While doing all of this, i've made UI / UX reco deliverables & development requirements to enhance our solution

UX/UI Designer @Influans (Startup)

September 2017 - December 2018
Development and enhancement of our Design language System
Creating Interfaces related to the Influans platform and their features, making their import and export phases of data, filters and selection of products as users.
I've been getting started with tools like Sketch, Principle, Craft and the Invision platform.
Participated in co-design workshops like card sorting, user journey, userflows, persona, 6 to 1, live prototyping, brainstorming wireframing... and doing some user test, shadowing...

FORMATION

Ergonomie & User Experience (master degree)
@ ECV_DIGITAL

Paris 2017-2019
User sociology, conception, méthodology and realization, marketing strategy, conceptualization, co-design workshop

Web Project Manager (Bachelor degree)
@ SupInternet

Paris 2013-2016
Photoshop / Illustrator, Mobile / Pad design, Ergonomy, Typography, Story Board, Motion design...