

ANTOINE AURAIX

PRODUCT DESIGNER

I am a **Product Designer** with a **background in Art Direction**, seeking to enhance my skills in design (UX/UI & Art Direction). I am actively **looking for a position as a Product Designer**.



www.antoineauraix.com

Formations

2021-2023 - Master AD & UX

Master's in Art Direction with a specialization in User Experience at **LISAA**, in a work-study program.

2020-2021 / L3 Design

Third-year student in UX Design at **Campus Fonderie de l'Image**, in a work-study program.

2016-2019 / BTS Graphic Design

BTS in Digital Graphic Design at **École de Condé**.

2014-2016 / BAC ES

Première and Terminale ES at **l'École Alsacienne**.

Langages

French

Native

English

Bilingual

Italian

Professional

Contact:

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My goal is to develop creativity and **interaction** with the help of my knowledge in **3D** and **coding**.

Working experiences

2024

Hybrid, **France**

Linterface - Product Designer / Freelance

- Co-creation of the Figma plugin 'Style Match' - work in progress
- Design and project conceptualization,
- Co-branding of the plugin.

2021-2023

Massy, **France**

iObeya - UX/UI Designer

- Optimization of the Design System,
- Assistance with the graphic redesign of the new software version,
- User research for new app features,
- Creation of icons and adaptation to the graphic charter,
- Ideation and optimization of the user interface.

2020-2021

Bagnolet, **France**

Campus Fonderie de l'Image - UX Designer & E-Learning

- Assistance and implementation of systems for remote work,
- Working with students and professors, and conducting user research for suitable solutions.

2019

Digital Village - Designer UI et Motion Designer / Internship

2018

Pi. NoDesign - Motion Designer & 3D Modelling / Internship

Skills

Figma Sketch Xd Ae Ai Ps Suite Adobe

Framer Blender C4D Unity Rive

ThreeJS + Spline WebFlow Trello Miro

Jira Google Drive GitHub TypeForm