# ☑ lucaspion.com☑ hey@lucaspion.com

# Experience

#### Startup Flow, Product Designer

May 2019 - Present in Paris, France <a>I</a>

Open innovation platform to map, manage, and monitor projects with startups and partners at scale.

- End-to-End ownership of the **product design and user research** processes, from discovery to delivery.
- Deep dive into the challenges of a complex **Enterprise B2B SaaS** solution.
- Global redesign of the web application to streamline the user experience, apply a unified design language and prepare product scaling.
- Day to day support of business operations with the production of all brand related contents and materials.

# FITCH, User Experience Designer

1 yr 3 mos (Jan 2018 - Mar 2019) in London, UK 🛤

Brand and design consultancy, digital team.

- UX design for websites, apps and digital touchpoints for global brands and retailers.
- Service design and digital strategy definition across omnichannel touchpoints.
- VR/AR specialist role to support implementation of immersive experiences.

# FITCH, UX & VR Design Intern

7 mos (May 2017 - Nov 2017) in London, UK 🛤

- UX design of several digital projects and pitch concepts using various process and flow mapping, wireframing or customer journeys.
- Internal audit of the retail design workflow that led to **developing new internal tools** using immersive technologies, including a VR toolkit for 3D and interior designers.

### Volkswagen Group, UX/UI Design Intern

4 mos (Jul 2015 - Oct 2015) in Wolfsburg, Germany

Automotive manufacturer, Business development department.

- Deep dive into the industry's new mobility stakes and VW's ecosystem of services .
- Supervision of ideation workshops, user research sessions and interviews.
- App prototyping and video explainer/demonstrator for a new carsharing service.

# Education

### Master's Degree (MDes), Immersive UX Design

2015 - 2017, École de design Nantes Atlantique

Postgraduate program focused on user experience and experiential opportunities carried by immersive technologies (VR/AR/MR).

#### Master's Degree (MRes), Virtual Innovation Engineering

2016 - 2017, Arts et Métiers Paristech

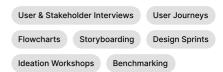
Research double degree program focused on the field of immersive technologies.

# Bachelor's Degree (BDes), Digital and Interaction design

2012 - 2015, École de design Nantes Atlantique

# Skills

### Discovery



Pen & paper, notes and spreadsheets, Miro, Axure, Omnigraffle, Harvestr and Productboard.

## — Delivery



Figma, Sketch, Web stack (HTML/CSS/JS), Adobe XD, Invision, Principle, After Effects, Zeplin.

### — Languages



# Interests

### — Startup Ecosystem

Entrepreneurship, product management, lean and agile methodologies.

### Branding

Visual identities, print and illustration.

#### — Creative Media

Cinematography, video editing, photography and storytelling.

#### - 3D Explorations

3D modelling, game prototyping and VR/AR experiences.