

Vivien Collignon

Digital Product Designer

UX Specialist

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About me

I help companies create digital products that people love to use. My experience in **User-Centered** and **Lean Design** methodology enable me to bring ideas to life that make a difference in areas such as finance, telecommunications, entertainment and media through **mobile and web**.

Skills

Concept design, Lead UX Design, Interaction Design
Concept Sketching, Storyboarding, Wire-framing, Creating User flows
Hi-Fidelity prototyping, Unity3D Prototyping
User Research, User testing
Agile

Software

Adobe Creative Suite, Sketch, Abstract, InVision, Flinto, Unity3D, Blender3D, After Effect, Axure

Patents

Method for selecting a plurality of entries on a user interface EP 2743812 A1
A mobile device comprising a thermoelectric element Experience EP 2679958 A1
Method for selecting contents from a plurality of contents (filed)

Experience

- Since Oct 2019 **Product Designer at Mettle (Contracting)**
UX/UI, Prototyping and delivery for business banking apps on iOS and Android
- Aug 2018 - Aug 2019 **User Experience Designer at Investec (Contracting)**
UX, Prototyping and user testing and delivery of a business banking webapp
- Jan 2018 - Aug 2018 **User Experience Designer & Analyst at HSBC (Contracting)**
UX/UI and prototyping for new product concepts within the innovation team
- Dec 2016 - Oct 2017 **Senior User Experience Designer at Dyson (Contracting)**
UX Design for iOS/Android, IA, wireframing, prototyping in Unity3D and Flinto
- Apr 2016 - Dec 2016 **User Experience Designer at Aviva (Contracting)**
UX Design and Gamification for insurance, savings and pensions products
Creating hi-fidelity prototypes using Unity3D game engine
- April 2016 **User Experience Designer at Sapient (Contracting)**
Working on future ecommerce for a Telco company
- 2015 - 2016 **User Experience Designer at Thought Machine, Fintech Company**
UX Design Lead on Fintech products
Designing Fintech products using Lean Design and User-Centered Design methodology, designing wire-frames, user flows and concept sketches
Building experiences for millennials using Gamification
Creating hi-fidelity prototypes using Unity3D game engine
User research, user testing
- 2010 - 2015 **Senior User Experience Designer, ORANGE LAB UK, London**
Design lead
UX / UI Design for Mobile, Android, iOS, HTML5
User research, Prospective concept design, Prototyping
- 2009 **Interactive Designer at BYVOLTA Paris**
Design of interactive furnitures and spaces
UX / UI Design
Work for : Moët & Chandon, La Poste, La Fnac, Chanel

Education

- 2007-2008 Master II Engineering of Virtual and Innovation at ENSAM
2003-2008 Master II Interactive Design at l'Ecole de Design de Nantes
2003 Baccalauréat S, French equivalent to «A» Levels

Language

English, TOEIC 725 pts. French, fluent