

Professional Experience

Hormur, Front End Lead *Septembre 2022 - Now (2 years 8 months)* Remote

- **Development of the PWA frontend** for the Hormur platform, aligning development efforts with user needs and OKRs, resulting in over 10,000 registered users and 7,000+ monthly unique visitors.
- **Driving user research initiatives** (semi-structured interviews, thematic analysis) to deeply understand user pain points and identify opportunities for improvement in the user journey.
- **Management of the development lifecycle** of key features, including PWA & SSR capabilities, interactive maps (Mapbox/Leaflet), and instant messaging, using Nuxt and VueJS.
- Monitoring product performance and stability using Matomo Analytics and Sentry, implementing continuous integration practices to ensure quality deliveries.

PULSALYS, Research/Development Engineer *June 2021 - September 2022 (1 year 4 months)* Villeurbanne

- **Led the technical and UX validation** of the Kronikle prototype (resulting from doctoral research) within the AlphaPouss incubation program, demonstrating the product's potential. (June 2021 - Jan 2022)
- **Development of the Minimum Viable Product (MVP)** of Hormur, primary front-end development (VueJS/Nuxt), and fundamental UX research to shape the initial product offering. (Jan 2022 - Sept 2022)

CNRS, PhD in Human-Computer Interaction *October 2017 - September 2021 (4 years)* Lyon

Dissertation on the design of public displays in libraries within the framework of the European PLACED project. Focus on participatory design methods and tools, and interactive public screens. My thesis and articles (in English) are available on the website krlx.fr.

- **Development and application of user-centered design methodologies**, including participatory design, user interviews, and usability testing, to inform the design of systems.
- **In-depth expertise in qualitative and quantitative data analysis** to understand user behavior and needs in complex environments.

Yunow (ex-biin), UX Research and JS Development *February 2017 - July 2017 (6 months)* Lyon

Developed a digital touch interface for public libraries, promoting discovery and serendipity.

CGI, Developer *September 2014 - August 2015 (1 year)* Aubi re

Implemented new specifications, provided support, and created automated tests for a Java EE web application. Developed an automated testing engine for SSIS using PowerShell.

NUMTECH, Intern *Avril 2014 - Juillet 2014 (4 months)* Aubi re

Designed and developed a real-time precipitation monitoring system for the Clermont area. Used C++ and the Qt framework, worked with X-band radars and rain gauges.

Education

PhD, Computer Science Universit  de Lyon (2017 - 2021)

Master 2, Human-Computer Interaction Universit  Paris-Sud (Paris XI) (2016 - 2017)

Master 1, Computer Science Universit  Claude Bernard Lyon 1 (2015 - 2016)

Licence Professionnelle, Mobile Development IUT d'Aubi re (2014 - 2015)

DUT, Computer Science IUT d'Aubi re (2012 - 2014)

Languages

French: Native

English: Full proficiency, TOEIC 950

Chinese: Oral comprehension

Skills

UX Research & Design: User Interviews, Thematic Analysis, Usability Testing, Questionnaires, Personas, User Journey Mapping, Wireframing, Prototyping, Participatory Design, Figma.

Frontend Development: TypeScript, Vue.js, Nuxt.js, React, HTML5, CSS3, PWA, SSR, Responsive Design, Git, Leaflet, Mapbox.

Tools: Matomo Analytics, Sentry, Jira, VS Code, GitHub Copilot, Git, Linux.