

## Professional Experience

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

- **Definition and execution of the product strategy** 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.
- **Led a major UX redesign** of the main user journey based on research findings, leading to a 700% increase in the connection rate.
- **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](https://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)* Aubièrre

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)* Aubièrre

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** Université de Lyon (2017 - 2021)

**Master 2, Human-Computer Interaction** Université Paris-Sud (Paris XI) (2016 - 2017)

**Master 1, Computer Science** Université Claude Bernard Lyon 1 (2015 - 2016)

**Licence Professionnelle, Mobile Development** IUT d'Aubièrre (2014 - 2015)

**DUT, Computer Science** IUT d'Aubièrre (2012 - 2014)

## Languages

**French:** Native

**English:** Full proficiency, TOEIC 950

**Chinese:** Oral comprehension

## Skills

**Product Management:** Product Strategy, Roadmap, Prioritization, User Story Definition, Backlog Management, KPI Definition & Tracking, Data Analysis, User Research & Validation, Agile Methodologies, Stakeholder Communication.

**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.