



Valentin Millet  
UX & UI designer since 2009

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## Work experience

### Aimia Aeroplan (Montréal, Quebec).

> Currently, since November 2014 : UX / UI & interaction design.

#### Context :

Loyalty and location based services on mobile devices (mobile, tablet & watch).

#### Missions :

- Analyze and anticipate user needs.
- Write scenarios and use cases, design the user flow.
- Define conceptual models for teams and employees to take ownership of the issues, practices and proposals.
- Design and develop wireframes in Axure to illustrate the expected workflows.
- Work with the team to help create the requirements for next generation interactive products (Agile & Scrum).

### Orange Labs (Rennes, France).

> Until October. 2014 : Interaction, UX, UI designer on innovative services.

#### Context :

Prospective services (up to 5 yrs) cross-services & cross-devices interfaces, mobile & tablet apps.  
Upgrading technological modules by implementing them in services feature.

#### Missions :

- User-centered design of interactive services.
- Development of user experience, information architecture, wireframes templates and graphic design.
- Data model, specifications, functions and interface.
- Production monitoring and development coordination.
- Artistic intelligence & literature research.

#### Projets significatifs:

- 2014 - **Tvivist**, Lead UI designer, mobile Android.  
*EPG search and discovering app of audiovisual contents.*
- 2013 - **Protein**, Lead UX / UI designer, mobile Android & web.  
*Collaborative app focusing on users' collections and personal contents.*
  - **Preparation**, Lead UX / UI designer, web & iPad.  
*Course creation service and online educational content search for teachers.*
- 2012 - **ePressLab**, Lead UX / UI designer, iPad.  
*Application of Digital magazine kiosk featuring enriched articles on tablet.*
- 2011 - **SmartPVR**, Lead UX designer, tablette Android & smartTV.  
*Application dedicated to simplify consulting and recording of TV programs.*
- 2010 - **Rainbow**, Jr. interaction designer, plateforme PC, TV & mobile iOS.  
*Service allowing users to access their own online contents stocked on various devices.*

# Internship & freelance

- > **2009 - Orange Design & Usability, 6 months** : *Designing prospective services taking advantage of new technologies.*
- > **2006-09 - Discogalaxy label** : *Graphic design, Visual identity & print for electronic music artists.*
- > **2007 - Convergence application, 3 months** : *Visual identity of data management service.*
- > **2006 - Flydesigners, 3 months** : *Graphic design, web and motion design.*

## Education

**E.D.N.A**  
2004 - 2009

- **Ecole de Design Nantes Atlantique** / Nantes, France.  
Graduated with honours in Industrial design, specialised in interaction.  
Graduation project: Digital music upgrading.

**I.D.A.S**  
2007

- **International Design School for Advanced Studies** / Seoul, South Korea.  
Five months exchange program in media design.

## Skills

### Design

**Interaction** design, **user experience**, data modeling, wireframing, prototyping, **responsive** design, visual design.

### Platforms

Web (html5 & Javascript), tablet **iPad & Android**, mobile **iPhone** and **connected TV** (WEBos).

### Code

Advanced skills in Html5 and CSS3, basics with AS3 and basic knowledge of Javascript.

### Methodology

**User centric** design, **Agile** mode of development.

### Tools

**Adobe Creative suite** (video compositing and Flash), **3d software** (3DSmax, virtools) and **prototyping** tools (Arduino, processing).

### Languages

Read, write and work in English (TOEIC 880).  
Basics in Spanish.  
School basics in German.

## Hobbies

- Sound experiments.
- Graphism and media art.
- Creation and printing of posters and t-shirts.
- Scuba diving (level 1).
- Sneakers addict.