RENAUD FORESTIÉ

UX+UI+GAMES DESIGNER

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32yo/Driving Licence

WHY SHOULD YOU HIRE ME ?

Because I'm an **award-winning designer** and recognized **UX expert** with 12+ years of experience that loves **solving problems**. Because my skill set allows me to understand both the **technical** and **design** sides of a project, while always thinking about the user. Because I know how to create engaging and inspiring experiences. Because I'm curious, love working with others, and because above all, I love turning great ideas into **useful and beautiful products**.
Also, I'm in a band and that's pretty sweet.

SKILLS

User Experience
- prototyping
- wireframing
- user interviews
- design sprints
- usability tests

Design
- Sketch, Photoshop, After Effects
- illustration, concept art
- styleguides
- animation, motion design
- photography, logo creation

Development
- Unity C#
- HTML5, JS/jQuery, CSS3
- Git, Sass, Haml, CoffeeScript
- PHP5, Symfony2, MySQL
- accessibility

Project Management
- agile methodology
- trello, github, asana

Ideas
- quite a lot

EXPERIENCE

Google
since 2015

UX/UI Google Expert
I'm honored to be one of the few UX/UI experts appointed by Google as part of the **Google Developer Experts** program. As such, I frequently speak at **conferences**, mentor startups and regularly lead **design sprints** for startups or larger companies.

Groupe Sud Ouest
since 2013
Bordeaux

UX/UI Designer + Art Director
I'm in charge of the conception and design direction of the company's news **websites and mobile applications**. I manage developers and designers teams, create **prototypes** and innovative applications to improve the user experience while maintaining consistency. As a UX designer, I constantly iterate to increase user satisfaction, improve processes and drive our products towards excellence.

More Mountains
since 2007
Bordeaux

UX/UI Designer + Video Games Designer
More Mountains is my creative studio, focused on **UX** and **video games creation**. As a UX Designer I advise companies on how to provide the best experience to their users, create prototypes and run user tests. I've also been creating video games and providing art direction for clients such as Danone, Warner, Nathan, Milan, Ankama, Mc Donalds, Grazia, SNCF...

Wopata
2011 - 2013
Bordeaux

Product Manager
As a Product Manager, I was in charge of designing our various **web and mobile applications** (needs analysis, functional specifications, UX), and managed production. My favourite project was Pillango, an innovative humanitarian intervention management system.

Acapela Group
2007 - 2011
Toulouse

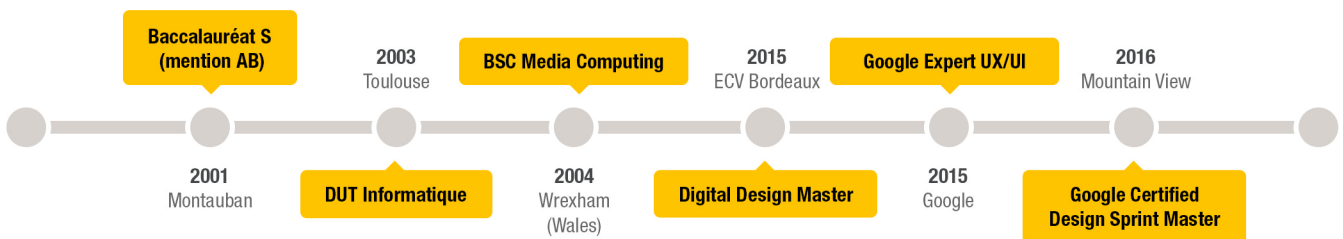**UX/UI Designer + Product Manager**
For 4 years I was in charge of the web activity of Acapela Group. There, I had the chance to develop my own **business unit**, acapela.tv, a website that allows its users to send vocal and illustrated messages, that gathered more than 30 millions visitors in its first year. I also created lots of prototypes, a web speech synthesis API, and contributed on a regular basis to R&D. I was also in charge of the global brand direction, and lead the UX and design departments, establishing graphical guidelines and promotional art.

WG
2004 - 2007

Web Developer / Art Director
Webdesign, development of a proprietary CMS, UX & R&D.

EDUCATION

Baccalauréat S (mention AB)	2003 Toulouse	BSC Media Computing	2015 ECV Bordeaux	Google Expert UX/UI	2016 Mountain View
2001 Montauban	DUT Informatique	2004 Wrexham (Wales)	Digital Design Master	2015 Google	Google Certified Design Sprint Master

LANGUAGES

English : Fluent (spent a year in Wales, frequent stays in the UK or in the USA daily work in English since 2007)
French : Fluent (born and raised in France)
German : Basics (relatively frequent visits to Germany)

INTERESTS

My son, music (member of Uniform Motion - http://www.uniformmotion.net), snowboard, travels (recently: Spain, Germany, Vietnam, Canada, Lebanon, Ireland, USA), comics, motorbikes.