



Quentin Beau de Loménie

User Experience Manager / Product Designer

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About me: User Experience manager with over a decade of experience implementing relevant software and hardware solutions. An excellent technical background helped lead a successful redesign of a user portal -counting over 70 million users- while coordinating with top management and partners.

Areas of expertise: user experience, interface design, journey mapping, competitive analysis, workflows, prototyping, team management, product review, workshops, mobile, web, and hardware.

Experience

Hewlett-Packard (HP) – Lead Innovation User Experience Designer, Singapore 2021 – Present

- Management and planning of the product design cycle over 3/4 years.
- User journeys, competitive analysis, highlighting friction points, and defining a North Star for the product.
- Collaboration with Industrial Design, R&D, and Marketing partners to best align user and business needs.
- Identification of UX Research opportunities followed by planning and tracking.
- Off-cycle activities: training juniors and interns, innovation “Shark Tanks”.

Razer – User Experience and Product Design Manager, Singapore 2015 – 2021

- Led the redesign of the user profile portal for the 70+ million registered users.
- Restructured the internal design journey across the departments fastening design by 30%.
- Review and validate UX/UI/Development deliverables from 3 development teams.
- Ensure experience coherence across existing 10+ Apps
- Anticipating evolution of Razer Services based on user data.

Bandlab – Lead UX/UI Designer, Singapore 2014 – 2015

- Design a solid product and experience across web and mobiles within the first six months.
- Working with developers to create and give life to the first version of BandLab.
- Iterate quickly to fit a short release schedule across six months.
- Identify and prototype new product opportunities.

French Television (Kids Mobile Publishing) – User Experience Consultant, France 2013 – 2014

- Work with all the stakeholders to shape and build an engaging multi-screen experience for kids (6 -12 years old).
- Animate workshop to set product goals with management and marketing teams.
- Analyse audiences of the previous version of the App.
- Specify the core of the user experience while looking at gamification opportunities.

Momac – Lead UX/UI Designer, France 2010 – 2013

- Work with top clients such as Agence France Presse, International Olympic Committee, O2, Vivo
- Gather scope and animate workshop with clients and abroad stakeholders. Required traveling.
- Work alongside a team of mobile developers and mentor one junior designer.
- Draft functional specifications and flowcharts for engineers.

Education

Strategic Marketing

CNAM, Paris

Visual Communication

EFFICOM, Paris

Skills

Communication | Sketch | Figma | Protopie | Photoshop | Illustrator | HTML/ CSS | Invision | OS X | Windows | Design Thinking | Blender | Basics in Unity and Unreal | Xcode Storyboard | Blender | 3D Printing (Phrozen Mini 8K)

Languages

French – Native | English – Fluent | Spanish – Elementary