

Nicolas Laudo

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Bio

I'm an UX designer, with a focus on user research and usability testing.

I've built from the ground up the starting pieces of a usability branch at a couple of positions, with barely any funds and on my overtime, because I believe in the power of design work and on doing things the right way.

My past experiences and training are in game design and development. This allows me to be in a "glue position" where I understand the problems and services from multiple angles (as well as the lingo).

Experience

USER EXPERIENCE DESIGNER (UX)

2017 - ...

CN – MONTREAL – CANADA

- Planning and analysis of user tests ;
- User tests sessions moderation ;
- Requirements gathering ;
- Design of the user flow and interfaces ;
- Establish standards practices ;

USER EXPERIENCE DESIGNER (UX)

2017 - 2017

ALITHYA (AT CN) – MONTREAL – CANADA

- Creation of a usability research lab ;
- Planning and analysis of user tests ;
- Design of the user flow and interfaces ;
- Ensure that the navigation and logics are the same across the range of products ;
- Prototype development ;

USER EXPERIENCE DESIGNER (UX)

2013 - 2017

TRIBALNOVA/HMH – MONTREAL – CANADA

- Creation of a usability research lab ;
- Planning and analysis of user tests ;
- Training to user testing of team in other locations ;
- Design of the user flow and interfaces ;
- Ensure that the navigation and logics are the same across the range of products ;
- Prototype development ;

UX DESIGNER - FRONTEND DEVELOPER (AS3/FLEX)

2011 - 2013

TRIBALNOVA – MONTREAL – CANADA

- Advocate for the final user ;
- Design and mockup interface and user-flow ;
- Ensure that the navigation and logics are the same across the range of products ;
- Lead developer on pbskidsplay.org ;
- Prototype development ;
- Projects include:
 - I Read With, UX design on the iPad application ;
 - I Learn With, UX design consulting on the redesign ;
 - Maryland, design of the teacher and states experience on the central assessment system ;

GAME DESIGNER - FLASH DEVELOPER (AS2/AS3)

2008 - 2010

CHUGULU – PARIS – FRANCE

- Design of advergames based on client goals and budget ;
- Development of advergames in AS3, fast paced production ;
- Lead developer on blindtest.com ;
- Projects include games for Unilever (Axe) and SNCF

Skills and Abilities

DESIGN TOOLS

Sketch

Axure

Adobe XD

Balsamiq Mockup

Photoshop

DEVELOPMENT

Javascript

HTML/CSS

Python

Actionscript 3

OTHER TOOLS

Git and SVN versionning

Microsoft Office and Apple iWork

Lightroom

LANGUAGES

French: native

English: bilingual

Education

GAME DESIGN MASTER DEGREE

2008 - 2010

ISART DIGITAL – PARIS – FRANCE

Major : Game and level design theory

Lead game designer on Red Hair Revolution, game winner of the 2010 3D3 Graphic Design Award

DUT SERVICE ET RÉSEAU DE COMMUNICATION

2006 - 2008

IUT DE VÉLIZY - VÉLIZY – FRANCE

Major : Object-oriented development and user experience on the web

Other Skills / Hobbies

Airplane piloting

Photo and video editing

French certificate for youth workers / play leaders (BAFA)

Driving Licence