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Moncton, NB, Canada

Nicolas Laudo

Bio

After working almost 15 years in the tech industry in various development and design roles I decided in 2022 to pursue my aviation dreams and train to become a professional bush pilot.

Flight Hours

TOTAL TIME 194.8 hours

PIC TIME 62.8 hours

Experience

USER EXPERIENCE RESEARCHER (UX RESEARCH)

2022 - 2022

UBISOFT – MONTREAL – CANADA

Working with stakeholders to define the objectives of their projects and collaborating with my team of peers to organize interviews with various users to guide the next evolutions of each project.

USER EXPERIENCE RESEARCHER (UX RESEARCH)

2017 - 2021

CN – MONTREAL – CANADA

Organizing, running workshops and interviewing conductors, engineers and repair crews to inform design decisions and help prioritize the evolution of their technological tools.

Establishing standard practices and designs to unify the UX team work.

Creation of a portable and repeatable user research lab to facilitate interviews and standardize results

Development of various prototypes to demonstrate the feasibility and usability of features to the project team and stakeholders.

USER EXPERIENCE DESIGNER (UX)

2013 - 2017

TRIBALNOVA/HMH – MONTREAL – CANADA

Creation of a portable and repeatable user research lab to facilitate interviews and standardize results

Interviewing children and parents to explore their needs and expectations for various iPad applications

Create mockups and prototypes for various applications both on iPad and web.

UX DESIGNER - FRONTEND DEVELOPER (AS3/FLEX)

2011 - 2013

TRIBALNOVA – MONTREAL – CANADA

Design, mockup interface and user-flows based on best practices and previous research.

Develop and maintain various applications, lead development on a web edutainment application.

GAME DESIGNER - FLASH DEVELOPER (AS2/AS3)

2008 - 2010

CHUGULU – PARIS – FRANCE

Design and development of various advert-games for clients such as Unilever (Axe) or SNCF based on their goals, budgets and timeframe.

Education

INTEGRATED COMMERCIAL PILOT COURSE (ICPC)

2022 - 2023

MFC – MONCTON – CANADA

Major : CPL, Multi Engine, IFR and CRM

Full time training on Diamond DA20 and Piper Seminole to achieve the required licences and ratings to work as a pilot in a commercial operation

PRIVATE PILOT LICENCE

2019 - 2021

ALM PAR AVION – MONTREAL – CANADA

Major : PPL

Modular training on various Cessna 172 during my free time to build the necessary skills and hours to attain the PPL requirements

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

French Speaking: Native

English Speaking: Bilingual

Microsoft and Apple office suites

Various development languages

Photo and video editing

French certificate for youth workers (BAFA)

Driving Licence