

# Édouard Wautier

## Interaction Designer in Paris since 2007

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## Professional experience

### Orange Vallée Since 2008

Interaction Designer on innovative products and services, from the project's early stages of research to the production.

**2010 memory-life:** Interface redesign based on user feedback and testing and on the **flex 4** new opportunities

**le tablo:** iPhone and iPad apps

**memory-life:** iPhone app

**2009 memory-life:** Interaction, graphic design and coding of a full flash and AIR app sharing interface

**le tablo:** Device interface redesign to fit technical constraints and user testing feedbacks

**keanu:** Designing and prototyping **gesture based user interaction** using AS3 and **Softkinetics** middleware. Presented in the **CES 2009**.

**le tablo:** Graphic identity and packaging of the product (with J.F Bazin)

**2008 memory-life:** Interface design (with Étienne Mineur, Incandescence)

**le tablo:** Interface & graphic design of a touch based interface and product design of the Intel Atom based tablet for a large scale user testing

### Orange Labs 2007

Designing prospective products & services, interface and objects mock-ups, prototyping using Arduino, Processing, Phidgets and Wiimotes.

### Before 2007

#### School related work experience

**2006 Orange Labs:** Five month designing **prospective products and services** taking advantage of new technologies.

**2005 Grenier Concept:** 3D pictures and mock-ups for Biotherm.

**2003 Playback:** Graphic and product design on objects and books for childrens.

**2002 HDL Design:** Graphic design for the agency's clients.

## Education

### E.N.S.A.D 2004 - 2007

French National School of Art and Design of Paris

Graduated in **Industrial Design** with honor on a **tangible interface** graduation project

### I.D.A.S 2005

Five months exchange with International Design school for Advanced Studies in Seoul, South Korea in **media design**

**E.S.A.D**  
**2001 - 2004**

School of Art and Design of Reims, graduated in 2004 of **Product and Media design** with honor on an **Interaction Design** project

## **Literate in**

### **Design**

**Interaction** design, **User Exerience** design, Information Architecture, Graphic design, pixel perferct, wireframing, prototyping, user testing

### **Platforms**

I've been designing mostly for the web (**flash & html**), a lot for **iPhone** and **iPad**, a little on **Windows Phone 7** and on embedded systems.

### **Code**

Very good at AS3, Flex, getting better in HTML (4 and 5) and CSS, starting in JS. I've been working on **fluid interfaces** for a long time and starting with **responsive layouts**.

### **Methods**

Long experience working with **agile development teams**

### **Tools**

All **Adobe Creative Suite** (video, html, flash and flex included), a few 3D softwares (Rhino, Alias Studio Tools, 3DSMax, Cinema 4D), AxureRP, Arduino, Processing, and some other prototyping tools. I learn fast and love new tools

### **Languages**

French is my first language, I can speak, write and work in english and have notions of german from school.