

Digital swiss knife with a focus on product design and frontend development

→ SKILLS

Design

Editorial, type design, typographic systems, brand identity, art direction, design systems, product design, UX research, UI interaction and concept, product management, 3d motion, 2d motion

Development

JavaScript, TypeScript, CSS, SCSS, Tailwind, Vue, Nuxt, React, Next, Sanity, Python

Business

Product strategy, user research and interview, stakeholder relations, product architecture, scrums management, development prioritization, business model canvas, user journeys, product development canvas

UX & strategy skills

- Design sprint wrk*
- User stories
- Value proposition wrk*
- Product stories
- Business model wrk*

- User tests (usability, journeys, forms, interviews, insights discovery)
- Prototyping (high, medium, low)
- User research
- Persona and proto-persona
- Jobs to be done

- Product architecture
- Card sorting
- Survey research
- Stakeholder prioritisation wrk*

*wrk: workshop

Software skills

- Adobe Creative Suite
- Adobe AfterEffect
- Blender
- Figma, Sketch
- Visual Studio Code, Pycharm

- Glyphs App.
- Notion
- Run JS
- Github, Gitlab (git)
- ChatGPT

- Keynote
- PowerPoint, Word
- Google sheet, Google Slide
- Jira, Confluence
- Midjourney, Dall-E, Runway

→ EXPERIENCE

2022 - Present

Blue Brain Project, EPFL, Geneva, Switzerland

Head of Product design, Frontend engineer.

* look at annex for details

2021 - Present

lo-ol type studio, Switzerland – South Korea

Creative director, full stack engineer, motion and brand designer. * look at annex for details

2020 - 2022

Digital Luxury Group Geneva, Switzerland

Product designer, motion and brand designer, creative developer

2018 - 2020

Superhuit Lausanne, Switzerland

Brand designer, product designer, brand strategist

2018

Goodpatch, Berlin, Paris, Tokyo

Product designer, researcher

2016 - 2017

Enigma

Graphic and digital designer, Product designer, brand designer, type designer

* freelance designer and web developer since 2012

→ EDUCATION

2014 - 2015

Master of Science, Type and Media

Royal Academy of The Hague,
the Netherlands

2013 - 2014

Master in Art Direction

ECAL, Lausanne,
Switzerland

2009 - 2013

Bachelor in Fine Arts, Graphic Design

Academy of Art University,
San Francisco, USA

→ CONTINUOUS EDUCATION

FRONTEND DEVELOPMENT

2023

Codesmith,

Full CSX training (function,
execution context, callback
and higher order function,
closure, scope, recursion,...)

2022

Wes Bos

Beginner JavaScript, FullStack
Advanced React, React for
Beginner, learn Node, Flexbox +
CSS grid

2021 - 2023

Frontend Master,

Deep javascript foundations,
complete intro to react, the hard
part of asynchronous Javascript,
The Hard Parts of Object Orient-
ed JavaScript,
JavaScript: The Recent Parts

2022-2023

UI.dev

React.gg training, Modern
JavaScript

2021-2022

SuperHi

Advanced CSS + JavaScript,
JavaScript for designer

DESIGN

2022

Ducky 3D

Intro to Motion Graphics &
Motion design, Blender

2021-2023

Awwwards Academy,

Memorable UI Design For In-
teractive Experiences, Creative
Coding: Making Visuals with
JavaScript

2017

Strategyzer,

Design thinking workshop,
design strategy workshop,
business model workshop,
value proposition canvas

→ MISC.

Awards

Font design of the month
PAGE magazine 2022
Red dot award
Happiness Sans 2022
TDC Ascender 2019
AIGA California
Young guns 2012

Publications

Custom vision for type
and beyond 2022
lo-ol.design
A strong ally for any digital
branding project 2022
lo-ol.design
Design 360°
Design 360° magazine, China 2022
Experimental types
Type01 magazine, UK 2022

Languages

French Native speaker
English Fluent
Portugese Intermediate
Korean Basic
German Basic

Portfolio:

www.loris-olivier.design