



# Hello!

# I'm Nico,

# a creative

# UX Designer

## # SKILLS

### User Research

Generative & evaluative  
Qualitative and quantitative  
methods

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Interviews, personas,  
user journeys,  
card sorting, user testing  
sessions, surveys...

### Design

Design thinking  
Design methodology  
Creativity methods  
Wireframing  
Graphics  
Prototyping in different  
levels of fidelity  
User testing  
Long term thinking / vision  
Data visualization  
Creative problem solving  
Partnering with PMs and devs

## # EXPERIENCE

### total : +10 years

1.5 years at Amazon  
8.5 years at Decathlon  
2 years in a startup  
3 internships

## # STUDIES

Master degree in  
Interaction Design  
«high honours»

Research master degree  
in virtual engineering  
and innovation  
«honours»

## # ABOUT ME

### Singularities

Empathic  
Passionate  
Customer obsessed  
Adaptable  
Love learning and sharing  
Team player  
Creative yet rational mind  
Optimistic

### Hobbies

Maker / Entrepreneur  
Skateboarding addict  
Affinity with programming  
Travel bug  
Love Nature, especially the sea  
Growing some of my vegetables  
Amateur photographer  
Art lover  
Cooking and eating good food  
Self taught guitar player  
Married, father of a 3 years old  
daughter

**Feeling curious, want more?**

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Discover my online portfolio: [nicolasprouvost.com](http://nicolasprouvost.com)

## # EXPERIENCE

APRIL 2020-NOW / IRELAND (Dublin)

### CLOUDWATCH - AMAZON WEB SERVICES

UX designer for CloudWatch, a service developed by AWS allowing tech folks to monitor and troubleshoot their cloud-based applications.

User research (generative and evaluative), UI design with a strong focus on data visualization, long term thinking, creative problem solving. Collaboration with PMs, devs, and stakeholders.

Won the Q1 CloudWatch and XRay Hackathon with my team with a project linked to users clicks analysis.

Developed on the side a tool to automatically slice and dice the customer feedback data we get with React JS tech.

END 2018- FEBRUARY 2020 / FRANCE (Lille)

### DECATHLON MAPS - DECATHLON GROUP

Project manager & UX Designer - Co-creation with a colleague of a new project called DECATHLON MAPS: the geolocalized data at the service of sportsmen. The project was composed of 3 products:

=> Decathlon Maps progressive web app: find and share sport spots / tracks recommended by DECATHLON

=> The widget: create you custom sport map widget with no coding skills and spread it in store, on brands sites...

=> Decathlon Maps Pro website: get geolocalized data to improve your offer and build better products

2015-2018 / FRANCE (Lille)

### DECATHLON COACH - DECATHLON GROUP

UX/UI designer responsible for DECATHLON COACH, a project aiming to help sport people feeling good and achieving their objectives thanks to coaching programs. Decathlon Coach is composed of a mobile app, a responsive website and compatible connected products. Complete redesign of the mobile app in 2018.

2011-2015 / FRANCE (Lille)

### GEONAUTE - DECATHLON GROUP

UX/UI designer integrated in GEONAUTE design team. Worked on sports products sold in DECATHLON stores: GPS watches, stopwatches, HR monitors, connected scale, connected watch, but also on sport apps, transfer data software, and mygeonaute.com responsive website. I also took part in Geonaute brand vision process: user interviews, creative workshops.

2009-2011 / FRANCE (Laval)

### MEMOREE STARTUP

UX/UI designer: data visualization, innovation and design for memoree.fr website. User research for a national research project called STIMULEE.

MEMOREE was a french startup specialized in gathering, magnifying and sharing memories.

## # STUDIES

2011-2020

### PONCTUAL TRAINING SESSIONS

At Amazon and Decathlon, I've been given the opportunity to take part in training sessions in order to acquire new skills in: document writing, working backwards from customers needs, functional management, Illustrator CS6, functional analysis, workshop animation, communication skills and in 2018, an intensive 3 months training in Node and React JS.

2008-2009 / FRANCE (53)

### ARTS ET MÉTIERS PARIS TECH LAVAL

Research master degree in Virtual Engineering and Innovation with honours.

2004-2009 / FRANCE (44)

### ÉCOLE DE DESIGN NANTES ATLANTIQUE

Master degree in Interaction Design with high honours. 5 years cursus with a pedagogy based on projects during which I acquired design methodology, graphics skills, communication skills, technical skills, project management, general knowledge, and did 3 internships in companies (with 1 abroad in Australia).

## # SKILLS

### UX/UI DESIGN

Design methodology, user research (interviews, personas, user journeys, card sorting...), creativity methods, sketching, wireframing, user flows, graphics, prototyping, user testing, specifications, dialogue with developers, lean methodology.

### SOFTWARES AND IT SKILLS

**Creation:** Balsamiq, Sketch, Adobe suite, Figma

**Prototyping tools:** Invision, Figma, Adobe XD, Principle, Invision Studio, Origami

**Other:** Google docs, Asana, Slack, great affinity for programing (HTML/CSS,JS, React JS)

### LANGUAGES

**French:** mother tongue, enjoy writing and reading

**English:** TOEIC test 825 points, good working knowledge, used to work in an international context.

**Spanish:** notions

### LAST BUT NOT LEAST ;)

I have a real thirst for knowledge and can easily adapt myself to new environment, softwares, methodologies.