

Product Designer and Frontend Engineer with 8+ years driving discovery, UX architecture, and end-to end frontend delivery. I bridge research, design, and engineering to translate complex workflows into accessible, scalable digital products, operating with high autonomy to deliver business outcomes and pixel-perfect technical implementations.

CORE COMPETENCIES & STACK

PRODUCT DESIGN & STRATEGY	Product Strategy · Product Discovery · UX Research · Usability Testing · Information Architecture · User Journeys · Interaction Design · Prototyping · Visual Design · Design Systems
FRONTEND ENGINEERING	React · Next.js · Vue · Nuxt · TypeScript · Tailwind CSS · Zustand · Zod · Framer Motion · GSAP · API Integration
PLATFORM & TECHNICAL TOOLS	Sanity CMS · Headless CMS Architecture · Stripe · Python · Git · GitHub Actions · Cursor · AI-assisted Development · Scripting
DESIGN & CREATIVE TOOLS	Figma · FigJam · Typography · Art Direction · Brand Systems · Motion Design · Blender · Creative Cloud · Glyphs App

PROFESSIONAL EXPERIENCE

Head of Product Design, Product Owner, Frontend Engineer [2024 - Present]	- Lead product design and frontend delivery across three scientific platforms – SBO, Fusion, and Nexus – bridging research and engineering teams from discovery through implementation. - Redesigned navigation architectures and interaction models for data-intensive scientific products, reducing workflow friction and improving access to complex neuroscience datasets. - Designed and implemented Fusion’s visual knowledge graph experience, translating dense scientific relationships into accessible and actionable interfaces. - Established a scalable component-based design system and contributed directly to production interfaces using React, Next.js, and Tailwind CSS. - Owned product design for complex scientific workflows from research and requirements definition through prototyping, validation, and production delivery. - Coordinated product, research, design, and engineering requirements to accelerate decision-making and maintain consistency between product intent and technical implementation. - Led UX architecture, interaction design, prototyping, and frontend implementation for scientific applications serving complex research workflows. - Built and validated high-fidelity prototypes to align scientific requirements, product priorities, and engineering constraints before implementation. - Created reusable interaction and interface patterns that became the foundation for subsequent product and design-system work.
Product Design Lead, Frontend engineer [2022 - 2024]	
Open Brain Institute / Blue Brain Project, EPFL Geneva & Lausanne, Switzerland	

Founder / Product designer,
Frontend engineer
[2021 - Present]

LO-OL Studio
Switzerland – South Korea

- **Founded** and operate an independent digital type studio, owning product strategy, product design, visual identity, digital commerce, and frontend engineering.
- **Architected** and developed the studio’s ecommerce platform using Next.js and Sanity, integrating Stripe payments and custom purchasing workflows.
- **Designed** and developed the studio’s ecommerce platform using Next.js and Sanity, integrating Stripe payments and custom purchasing workflows.
- **Built** Python-based font production tools using PyQt6 to automate OpenType and WOFF2 generation and reduce repetitive delivery work.
- **Manage** digital products from concept and positioning through design, engineering, launch, and ongoing iteration.
- **20 type** families launched · 4 markets served · 438 clients / 13 custom project delivered through platform reach.

Product Designer, Motion
Designer, Creative Developer
[2020 - 2022]
Digital Luxury Group
Geneva, Switzerland

Brand Designer, Product Designer
[2020 - 2022]
Superhuit
Lausanne, Switzerland

Product Designer, UX Researcher
[2017 - 2018]
GoodPatch
Paris / Tokyo

SELECTED PROJECTS

Type Around
[2025]
Branding, Product strategy, Workshops, UX, UI and user testing
· Led the end-to-end creation of a digital marketplace for independent type foundries and designers.
· Defined the product strategy, information architecture, visual identity, storefront experience, and core marketplace workflows.
· Designed and engineered custom AI tooling, commerce interfaces, and headless CMS integrations supporting the platform.
· Conducted workshops and user testing to validate product concepts and refine the experience before implementation

NewStradamus
[2024 – Present]
Product strategy, user research, UI, UX, frontend and backend engineering
· Independently designed and engineered an end-to-end business operations platform used across multiple client workflows.
· Unified CRM, financial tracking, project management, and team communication within a single product architecture.
· Built advanced dashboards integrating external services for analytics, deployment monitoring, and search performance reporting.
· Led product strategy, UX research, interface design, frontend development, and backend integration from concept through production.
· Designed the system to consolidate fragmented operational workflows and reduce reliance on disconnected business tools

Minas
[2024 – 2026]
Product strategy, user interviews, backend and frontend implementation
· Independently designed and developed a specialized headless CMS for type foundries.
· Conducted user interviews and translated foundry-specific workflows into custom content models, product requirements, and administration interfaces.
· Engineered frontend and backend systems covering typographic metadata, font management, secure file distribution, and payment workflows.
· Designed the platform to support type designers’ operational requirements without relying on generic e-commerce content structure.

EDUCATION & DEVELOPMENT

MSc, Type & Media
Royal Academy of The Hague, Netherlands
[2014 - 2015]

MFA, Art Direction
École Cantonale d’Art de Lausanne, ECAL
[2013 - 2014]

BFA, Graphic Design
Academy of Art University, San Francisco, USA
[2009 - 2013]

Selected frontend education
Codesmith CSX (2023) / UI.dev
React & JavaScript (2022 - 2023)
/ Wes Bos /Frontend Master (2022)

Languages
French & English (fluent) /
Portuguese (intermediate) /
Korean & German (beginner)

Additional expertise
Art direction / typography / brand systems / motion design / Blender type design / Tabletop Miniature & Terrain Crafting