LORIS OLIVIER

Senior Product Designer & Frontend Engineer

Swiss and French citizen | Onex, Geneva, Switzerland | +41 79 755 24 90 | info@lo-ol.design | www.loris-olivier.com

English & French	Portugese & Germand	Korean
Fluent	Intermediary	Beginner

> Product Designer and Frontend Engineer with 10+ years designing and building products people actually use to navigate complex data and workflows. Combine user research, interaction design, and hands-on development to take products from early concepts to production. Helped launch the Open Brain Platform, where researchers created 1,200+ virtual labs in 18 months, and worked with scientists and engineers on Nexus Fusion, where the share of published data viewed rose from 14% to 94%.

EXPERIENCE

Open Brain Institute, Switzerland | Product Designer & Product Owner, Frontend Engineer

December 2024 - October 2026

In numbers 1200+ virtual labs created in 18 months on the platform

Led product design and frontend delivery for a neuroscience SaaS platform. Defined Virtual Lab subscriptions, access and compute-credit journeys with scientists and engineers. Helped launch a platform where researchers created 1,200+ virtual labs in 18 months, with 12 partner universities.

Blue Brain Project, EPFL, Switzerland | Product Designer & Frontend Engineer

July 2022 - December 2024

In numbers 94% of published data now viewed, up from 14%

Designed SaaS research workflows at EPFL, connecting datasets through provenance. Worked with scientists and backend engineers to improve access: published data viewed rose from 14% to 94%. Redesigned the Nexus Fusion circuit viewer, whose bounce rate fell from 86% to 8%.

In numbers 6,300 brain models simulated on the platform

Neuroscientists had to rebuild a digital brain and model its electrical behaviour, region by region. I ran the interviews and journey mapping, wrote the product roadmap, and designed the path from the atlas to the simulation. Scientists have now built 6,300 brain models with it.

Digital Luxury Group, Switzerland | Product Designer & Brand Designer

July 2020 - June 2022

Superhuit, Switzerland | UX Researcher & Digital Strategist

November 2018 - June 2020

ACMS, Nissan, Paris / Tokyo | Product Designer

January 2018 - October 2018

Enigma, Switzerland | UX/UI & Brand Designer

January 2016 - December 2017

EDUCATION

Royal Academy of The Hague, the Netherlands 2014-2015

Master of Science, Type and Media

ECAL, Lausanne Switzerland 2013-2014

Master of Fine Art, Art Direction

Academy of Art University, San Francisco, USA 2009-2013

Bachelor in Fine Arts, Graphic Design

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EXPERIENCE IN DETAILS

Open Brain Institute | **Product Designer, Product Owner** & **Frontend Engineer**

December 2024 - October 2026

- Led product design and frontend delivery for a neuroscience SaaS platform spanning data exploration, brain modelling, simulation and scientific publishing. Worked with researchers and engineers to align priorities, platform architecture and implementation.
- Defined Virtual Lab subscriptions, feature access and compute-credit journeys. Co-designed the AI assistant and batch data upload validator. Helped launch a platform with 1,200+ virtual labs in 18 months and 12 university partners.
- Across the EPFL-to-OBI programme, conducted 110 interviews, 30+ workshops and usability tests. Translated findings into prototypes, service blueprints, journeys and roadmap decisions; evolved visual, motion and component systems.

Blue Brain Project, EPFL | **Product Designer** & **Frontend Engineer**

July 2022 - December 2024

- Owned discovery-to-implementation design for complex scientific SaaS interfaces. Facilitated workshops on value propositions, positioning and business models; synthesised interviews and tests into recommendations and product priorities.
- Redesigned navigation and the knowledge-graph experience in Fusion and Nexus. Published data viewed on Nexus Fusion rose from 14% to 94%; circuit-viewer bounce rate fell from 86% to 8% after dedicated views and a provenance map.
- Developed prototypes and contributed to frontend implementation with research and engineering teams. For the Swiss Brain Observatory, mapped atlas-to-simulation workflows and designed a simulation tool used to simulate 6,300 brain models.

LO-OL Studio — Geneva & **Seoul** | **Co-founder / Art Director, Type** & **Product Designer, Full-stack Developer**

2021 - Present

- Co-founded a B2C studio serving 1,500+ customers and delivering 13 custom type and branding projects. Shaped positioning, product strategy, typeface identities, art direction and launches for European, North American and Korean audiences.
- Designed and built the commerce platform: Sanity headless CMS, an initial Nuxt frontend and migration to Next.js, Python workflows generating OpenType/WOFF/WOFF2 files, Stripe payments, Clerk authentication and Firebase services.
- Created GSAP interactions, 3D and motion assets with Blender and explored procedural workflows in Cinema 4D and Houdini. Used interviews, surveys, analytics and search behaviour to guide product discovery, content and visibility.

Digital Luxury Group | **Product** & **Brand Designer, Motion Designer** & **Frontend Engineer**

July 2020 - June 2022

- Designed and developed B2B and B2C digital products, apps and websites for luxury clients. Created an end-to-end digital experience for a renowned watchmaker's museum.
- Combined brand identity, visual hierarchy, motion and interaction design across campaigns and product interfaces. Collaborated with designers and developers to carry premium visual direction into consistent, working experiences.

SKILLS

Product design

- Design Systems & Components
- Component Architecture
- End-to-End UI/UX
- Complex Workflows
- Information Architecture
- Wireframing & Interactive Prototyping
- Visual Design & Typography
- Motion Design
- User Tests
- Product Strategy

Frontend engineering

- TypeScript
- React/Next.js
- CSS / Tailwind CSS
- Accessibility (WCAG)
- Web Performance
- Responsive Design
- Headless CMS
- Interactive Motion (Motion, GSAP)
- Git & CI/CD

AI tools & workflows

- AI-Assisted Design & Engineering (Claude, Cursor, OpenAI, Gemini)
- Figma MCP / Figma AI
- Warp AI
- Custom Agentic Workflows
- AI Prototyping & Evaluation
- Automatic Design and Frontend Testing