LORIS OLIVIER

Senior Product Designer and Frontend Engineer
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SUMMARY

Product designer and frontend engineer with 9+ years of experience turning complex data into usable products. Use AI-assisted prototyping to test interactions early with stakeholders and engineers, then build production interfaces. As the sole product designer and product owner at Open Brain Institute, helped launch the Open Brain Platform, where researchers created more than 1,200 virtual labs in 18 months.

SKILLS

Product design	User research, information architecture, user flows, interaction design, data visualization, Figma, prototyping
Design systems	Design systems, UI kits, reusable component libraries, web accessibility
Frontend engineering	JavaScript, HTML, CSS, React, Next.js, Vue.js, Tailwind CSS, API integration
Product ownership	Product strategy, roadmapping, feature prioritization, stakeholder collaboration, engineering collaboration
AI tools	Claude Code, Codex, OpenAI, Cursor, Warp, Weave, Figma Make

EXPERIENCE

2024–2026 — **Product Designer, Product Owner & Frontend Engineer** — Open Brain Institute

Launched in March 2025 with no lab or partner, the institute needed 600 virtual labs annually to survive. As sole product designer and product owner, redesigned the circuit viewer, reducing bounce rate from 86% to 8%; the platform exceeded its target by 1.3× and reached 12 partner universities. Led interviews and journey mapping for neuroscientists rebuilding a digital brain and modelling its electrical behaviour region by region. Defined the product roadmap and designed the path from atlas to simulation; scientists have since built 6,300 brain models.

2022–2024 — **Product Designer & Frontend Engineer** — Blue Brain Project, EPFL

Addressed the fact that 86% of published data had never been opened because it was reachable only through a terminal and SDK. Advocated for a graphical platform linking data by provenance; it is now used by 2,600+ researchers per month and anatomy expert companies.

2020–2022 — **Product & Brand Designer, Frontend Engineer** — Digital Luxury Group

Created an end-to-end digital application for a renowned watchmaker museum. Designed and developed products, apps and websites for Digital Luxury Group's clients.

2018–2020 — **UX Researcher & Digital Strategist** — Superhuit

Conducted UX research, created interactive prototypes and used the findings to inform digital strategy and design decisions.

2018 — **Product Designer** — ACMS, Nissan

Led product design for Nissan's mobile app for combustion-engine and electric vehicles. Conducted user research in Paris, Austin, and Detroit, then translated findings into prototypes that shaped the app's navigation and feature priorities. Helped narrow the launch scope by recommending that features without sufficient reliability be deferred, and collaborated with developers to build proofs of concept.

2015 – 2017 — **UI/UX & Brand Designer** — Enigma, Geneva

Partnered with the creative director to rebrand the agency and led UX/UI design for its website. Designed digital products for clients, including product management apps. Developed brand strategies and custom typefaces, and built design systems with reusable UI component libraries.

EDUCATION

2014 – 2015 — **MSc, Type & Media**
Royal Academy, The Hague

2013 – 2014 — **Master of Fine Art, Art Direction**
ECAL, Lausanne

2009–2013 — **Bachelor of Fine Arts, Graphic Design**
Academy of Art University, San Francisco

LANGUAGES

French (native), English (fluent), Portuguese (intermediate), Korean (beginner)