

PRODUCT DESIGNER (UX/UI)

10 years of experience - Thomas GRANGEON



PRODUCT DESIGNER & DIGITAL ART DIRECTOR (UX/UI)

hello@thomasgrangeon.com

I received a **master's degree** in communication & advertising from e-artsup (IONIS Group) in Paris. This was a two-year post-graduate course comprising 30 % taught programme and 70 % work as a digital **Art Director** in creative and acclaimed **advertising agencies** (**Publicis** and **BETC Fullsix**, Havas).

Then I spent 5 years as a **professional Digital Graphic Designer**, with job title going from « Art Director » to « UX/UI designer » I'm now a **multidisciplinary** Graphic Designer. With a solid grounding in UI and UX design and a good knowledge of motion design (animation, film editing), I offer a global vision of the **user experience** for my clients, particularly in **digital** and **e-commerce** (CX or Customer eXperience).

What I want today is to give a boost to my career, in an English-speaking environment, so that I can continue to grow my skills and create **visually stunning content** in a large-scale company.

WORK EXPERIENCE

- 2026** • Product Designer, for **Listen too**, Paris, March 2026 - Today
- Product Designer (UX/UI), for **Skoleom** (french AI startup), Paris
- 2023** • UX/UI Designer (as a consultant), for **LVMH Beauty Tech**, **Ubisoft...**, Paris [more details on LinkedIn.](#)
- Digital Graphic Designer, **la Française des Jeux** (French lottery), Paris, 1 year
- Graphic Designer and UX/UI Designer, **Paprec Group**, La Courneuve (Paris), 1 year
- 2016** • Digital Art Director, **Publicis Group** and **BETC Fullsix** (Paris), 2 years

LANGUAGES



FRENCH
Mother tongue



ANGLAIS
Professional proficiency



ITALIAN
Spoken (daily vocabulary)

EDUCATION

- **e-artsup**, Visual Communication & Digital Strategy (Master degree)
- **HEC Paris**, « *Digital Transformation for business* » certification : a 10 weeks intensive program with HEC and 42 students, a french coding school

SKILLS

ADVANCED

UX/UI, Creating and maintaing Design Systems, Designing assets for digital marketing campaigns (newsletters, SoMe content, graphics, illustrations and videos). Design matters, but so does engagement and ROI.

TOOLS

Figma and **Adobe Suite** (InDesign, Photoshop, Premiere, AfterEffects), photography shooting, retouching and colorimetry, **AI tools** (Midjourney), Web environment : HTML/CSS

[Click here](#) to check my projects on my [website](#)

WORK EXPERIENCE (DETAILED)



UX/UI Designer (consultant), UX Republic



UX and UI consulting missions at the client's site. **Ubisoft**: redesign of the user journey of the Ubisoft Help site and improvement of the Design System. At **LVMH Beauty Tech**: within the Studio Internal UX: audit, research, responsive desktop and mobile mock-ups, around e-commerce issues in the **luxury** industry (clients: Dior, Stella McCartney Beauty, Guerlain, Givenchy etc.)

Other customers: **Mérinos**: redesign of the shopping cart and purchase funnel (UX and UI), **Atempo**: global redesign (UX and UI) of the B2B website, **Plastimo**: Art Direction and UI Design of the e-commerce site



Art Director & User Interface Designer, Paprec Group

- Improving the User eXperience (UX) for the Paprec&Click app (B2B), creating mock-ups and **producing videos in motion-design** for the stores (AppStore and GooglePlay)
- Creating the **visual identity** + desktop and mobile **UI Design** for the MyPaprecSolutions.com website (B2C), **Art Direction** and digital assets (web-banners, social media posts etc.)



Digital Art Director, BETC Digital

Clients : France.fr, AirFrance Music, Sofinco, AccorHotels, Peugeot, Danone...

- France.fr : focusing on the **UI** + visual identity (landing pages, newsletters, logos...)
- For various clients (Schneider Electric, Accor) : short text and **visual animation** (Gifs or videos) for social media posts, newsletter, improving and using their **Design System**



Junior Art Director, Publicis Groupe

For 1 client : **Carrefour** France (French biggest supermarket retail chain, e-commerce)

- Launch of the 'Carrefour&Moi' app : **motion-design video** presenting the app, graphic design of a landing page and visual assets (newsletter, display ads, social media posts etc.)
- **CRM** : weekly design of transactional and marketing emails for 4 customer profiles in tandem with a Copywriter (creation of animated GIFs, product carousels, hero banner etc.)
- Monitoring the **open rate** with the CRO (Conversion Rate Optimisation) team and UX/UI adjustments via A/B tests every week, to increase this rate

TECHNICAL KNOWLEDGE

- Prototyping tools (**Figma**, Adobe XD & Sketch)
- **Agile collaborative tools** (FigJam, Miro, Trello; ticket tracking: Jira/Confluence) + SCRUM® certified
- **Adobe Creative Cloud Suite** (Photoshop, Illustrator, InDesign, After Effects, and Premiere)
- Simple **motion design**, animation, video editing and transition between screens (micro-interactions)
- Web environment: **HTML 5/CSS 3** and understanding of **SEO** issues (beginner, notions)

FUNCTIONAL KNOWLEDGE

- UI and UX project management independently and in groups, **oral fluency** to defend one's ideas
- Work in an international and **English-speaking environment** on user-centric issues
- Interest in **attention to detail** in design: everything that makes my clients stand out by offering their users a **memorable experience** with **high added value**
- Culture and interest in the entrepreneurial and **Product Design** environment but especially Brand Design

[Click here](#) to check my projects on [Behance](#)

(More exhaustive UX/UI portfolio available in .pdf on request)