

ADRIEN MAS

UX & PRODUCT DESIGNER

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Hi, I am a UX/UI and Product Designer.
I use User Research and Product Management methodologies to design great experiences.
My technical background helps me engage with development teams, and make them part of the design journey.

EDUCATION

IDE ADVANCED MASTER'S DEGREE

Gobelins | Paris | 2015-2016
Interactive design, Game design, Game programming, IoT and UX

COMPUTER SCIENCE DUT (BACHELOR)

Univ Lyon1 | Lyon | 2005-2007
Software architecture and development, algorithm and network theory

TRAININGS

MACHINE LEARNING APPLIED BASICS

IB Cegos | Paris | 2023

UX DESIGN METHODOLOGY

Gobelins | Paris | 2019

MANAGEMENT : DIFFICULT NEGOCIATION

CENEGO | 2018

AGILE METHODOLOGY : SCRUM

IPITIC | 2014

OTHERS

First-aid rescue worker
Driving License A2 / B
AR / VR / AI enthusiast
Rock & Boulder climber
Open water diver

PROFESSIONAL EXPERIENCE

SENIOR PRODUCT DESIGNER Air Liquide | Paris, France | 2016 - 2024

I joined Air Liquide Digital Factory (internal digital agency) from its creation, working on internal projects in topics such as healthcare, e-commerce, industrial process, safety, sales, hr, communication

- Conduct user research, analyze user data and deliver impactful research reports and recommendations
- Lead and organize workshops to align stakeholders and engage experts
- Lead design and ideation phases on digital products and services, and conduct user tests to quickly iterate on the design
- Collaborate with development teams by delivering mockups, prototypes and specifications, as well as contributing to the design system
- Supervise and mentor other designers and junior designers
- Test and evaluate emerging technologies, and present findings and assessments with the team

Figma / Figjam / Sketch / Photoshop / Illustrator / Blender / Google suite
NodeJS / JavaScript / C# / Unity / AR / VR

SENIOR PRODUCT DESIGNER Airgas | Philadelphia, USA | 2022 - 2023

I joined Airgas Digital Factory (internal digital agency) to boost up its creation, engaging stakeholders while leading and supporting internal and R&D projects

- Conduct user interviews and surveys to gather usage data
- Design mockups and prototypes, and use them to engage production teams and stakeholders
- Support the development teams of front-office and machine learning back-office by sharing user research data and design intent

Figma / Adobe XD / Google Apps Script / Google Suite
IoT / Machine Learning / eCommerce / Robotics

CREATIVE DEVELOPER Air Liquide i-Lab | Paris, France | 2016

I first joined Air Liquide as part of the i-Lab (innovation lab) working on prototyping projects based on disruptive technology

- Test and assess the potential of technologies
- Design innovative products and services
- Develop digital prototypes and PoC to test feasibility and usability

Sketch / Balsamiq / Photoshop / Unity / VR / nodeJS / HTML / CSS / MySQL / Sigfox

WEB & MOBILE DEVELOPER Einden | Poitiers, France | 2010 - 2015

I worked at Einden for 5 years working on web/mobile application design and development

- Design and development of complex web apps (back-end and front-end)
- Cross-platform mobile apps design and development (iOS & Android)
- Website integration
- Sales support and cost estimation