

# ADRIEN MAS

UX & PRODUCT DESIGNER

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Hi, I am a UX/UI and Product Designer.

I leverage User Research and Product Design methodologies to create great experiences.

My technical background helps me tackle complex projects and engage with dev teams.

I thrive designing for AI-powered solutions.

## 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 NEGOTIATION

CENEGO | 2018

### AGILE METHODOLOGY : SCRUM

IPTIC | 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*

Joined Air Liquide Digital Factory (an internal digital agency) from its inception, working on internal projects covering healthcare, industrial processes, e-commerce, and corporate functions (HR, sales, communication)

- Led the design of a gas production facility optimizer, featuring a node-based intuitive UI that reduced onboarding time from 4 weeks to 4 days, driving significant adoption.
- Conducted the research and design of an international healthcare e-commerce portal, enabling 500+ doctors and hospitals in 6 countries to transition from phone/fax orders to digital.
- Designed a Root Cause Analysis collaborative app, greatly enhancing the depth and consistency of analyses, while reducing detection delay of recurring events from years to months.
- Created and rolled-out a Design System for Business Intelligence teams worldwide, creating consistency of dashboards across the group while promoting design best practices.

Figma / Figjam / Sketch / AdobeXD / Photoshop / Illustrator / Blender  
IoT / Cobotics / AR / VR / GenAI / Machine Learning

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

Collaborated in the creation of a Digital Factory in the US for Airgas. Bringing Product-oriented mindset to different projects from finance and sales to R&D.

- Redesigned a machine-learning-powered churn prediction service for sales across the US, significantly increasing adoption and preventing an estimated 50M\$ in potential business loss.
- Designed and developed a user feedback feature, in collaboration with data scientists that allowed to curate predictions and improve the model precision.

### CREATIVE TECHNOLOGIST *Air Liquide i-Lab | Paris, France | 2016*

Joined Air Liquide's innovation lab, prototyping disruptive projects.

- Designed and developed prototypes for urban farm automation systems based on IoT devices, eventually testing them in Swiss and Germany.
- Developed Virtual Reality prototypes for air quality improvement projects.

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

Developed mobile apps and web solutions for French and international clients.

- Led the design and development of housing management software for CROUS (French national student aid organization), overseeing the allocation and administration of approximately 5,000 student apartments.
- Led the development of an in-house CMS that ultimately powered 100+ websites
- Developed several mobile app for Éditions Foucher/Hachette enabling medical and nurse students to prepare for exams with quizzes.