
Product UX/UI Designer with 5+ years of experience designing accessible digital products at scale for web and mobile platforms, with strong expertise in WCAG 2.1 compliance and design systems.

PROFESSIONAL EXPERIENCE

STM - Société de transport de Montréal

UX/UI Designer | Jan 2023 – Dec 2024

Context: Public transportation platform serving a large, diverse user base with strict accessibility and usability requirements.

Impact & Responsibilities

- Led the creation of a **global, scalable design system**, ensuring consistency usability, and WCAG compliance across multiple web and mobile product.
- Partnered closely with **Product Managers and Developers** to define design priorities, balancing usability, accessibility, and technical constraints.
- Conducted **user research, usability testing, and accessibility validation** to inform design decisions and reduce usability friction.
- Created **high-fidelity interactive prototypes** to support alignment, validation, and efficient development handoff.
- Facilitated **workshops and alignment sessions** with cross-functional stakeholders to support product strategy and drive adoption of design standards.

Key Results

- +75% deployment rate of new modules in one year through reusable patterns and shared standards.
- Improved efficiency with high-quality Figma prototypes, reducing rework/ambiguity.
- Established accessibility best practices adopted across multiple products.

MV Systems

UX/UI Designer | Jan 2021 – Dec 2022

Context: Products requiring scalable interfaces, consistent UX patterns and predictable delivery across multiple modules.

Impact & Responsibilities

- Designed and implemented a **centralized design system** to standardize UI patterns and improve long-term scalability.
- Led **Design Sprint workshops** to align business goals, technical constraints and user needs.
- Collaborated closely with developers to ensure **smooth handoff and accurate implementation** of accessible interfaces.
- Contributed to **UX audits and documentation** aligned with accessibility standards and usability best practices.

Key Results

- -35% faster design-to-development workflows enabled by reusable UI components.
- 100% of audited interfaces aligned with WCAG accessibility guidelines.



ORIGAUD - Tech Solutions

UX/UI Designer | Jan 2020 – Dec 2020

Context: Technology solutions platform with complex, high-volume workflows used by power users who rely on precision, speed, and operational efficiency.

Impact & Responsibilities

- Researched power users to uncover pain points and workflow complexity.
- Mapped end-to-end journeys to remove friction and simplify tasks.
- Designed and tested high-fidelity prototypes to validate improvements early.
- Applied accessibility standards across releases for consistent, inclusive UX.

Key Results

- -28% reduction in task steps after redesigning critical workflows.
- +22% faster completion time for power users performing high-frequency tasks.
- -29% drop in support tickets due to clearer flows and reduced user errors.

CORE SKILLS & KEYWORDS

Product & Strategy

- Product Design (End-to-End)
- Product Discovery & Prioritization
- Stakeholder Workshops
- Agile / Scrum Environments

Accessibility

- Inclusive UX Design
- Assistive Technologies (JAWS, NVDA, VoiceOver)
- UX Audits & Reports

Design & Delivery

- Design Systems & UI Patterns
- User Research (Qualitative & Quantitative)
- Prototyping (Low to High Fidelity)
- Cross-functional Collaboration

TOOLS & METHODS

Design & Prototyping: Figma, Sketch, InVision, Marvel

Research & Testing: Hotjar, Maze, UsabilityHub, UserTesting

Collaboration: Jira, Notion

Methods: Design Thinking, Design Sprints, UX Audits, OKRs Planning

LEADERSHIP & DISCIPLINE

Brazilian Jiu-Jitsu – Black Belt

20+ years of consistent practice demonstrating discipline, perseverance, strategic thinking, adaptability, and continuous improvement under pressure.

