

Elliot Chevalier

UX/UI Designer

Sound Designer

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📍 Montréal, Plateau Mont-Royal

Work Authorization:

Open Work Permit (Canada) - Available Immediately

Profile Summary

Product designer with over 3 years of experience in UX/UI and sound design, specializing in optimizing digital products for web, mobile, and immersive experiences (AR). Throughout my previous roles, I have contributed to a 33% increase in ticket sales and a 17% reduction in support requests by improving user experiences. Passionate about designing innovative, user-centered solutions.

Professional Experience

2019 - Present
Paris, France
Remote

Classic Dance Academy

Lead Designer | Consultant

- Designed the entire website including UX, UI (Figma), and development (Webflow), resulting in an 18% increase in conversion rate and boosted class registrations and revenue.
- Created visual assets, content, and immersive multimedia experiences for 7 annual shows, increasing attendance by 33% and strengthening brand identity through consistent and compelling art direction.

Feb 2024 - Apr 2024
Paris, France
Remote

Ircam Amplify

Product Designer | Freelance

- Redesigned and optimized the user dashboard to improve ergonomics, increasing user productivity by 14% and reducing errors, leading to higher overall satisfaction.

Jan 2022 - Jan 2024
Paris, France

Snapchat

Product Designer | Full-time Employee

- Developed innovative AR demos integrating brain-computer interface technology, reducing task completion time by 23% and support tickets by 16% through improved usability and technical design.
- Streamlined workflows through UX workshops and structured project management, accelerating delivery times by 27% and increasing project efficiency by 20%.
- Integrated the product into Snapchat's AR ecosystem using agile development, boosting user satisfaction by 12% and earning positive feedback for simplicity and innovation.

Aug 2020 - Dec 2021
Paris, France

Nextmind

UX/UI Designer, Sound Designer | Co-op Internship

- Improved brain-computer interface (BCI) compatibility by 25% through user research, intuitive UX/UI design, and innovative sound design, resulting in a unique calibration system.
- Collaborated with a renowned electronic musician on a high-impact project, including website development and AR demos to enhance product visibility and adoption.

Education

Sep 2024 - Nov 2024
Montréal, Canada

Le Wagon

Web Design & Webflow Skills Course

- Training in UX/UI design (Figma), responsive site integration with Webflow, CMS fundamentals, and SEO best practices.

2017 - 2022
Nantes, France

L'École de Design Nantes Atlantique (EDNA)

Master's in Design

- Specialized in Human-Computer Interaction; developed strong skills in design tools, prototyping, and user testing.
- Master's project involved extensive academic research and collaborations with Nextmind, Snapchat, and leading design figures in Nantes.
- Led a final-year project involving 10+ users and stakeholders to build a well-defined design vision, praised by the jury and recommended for a pitch at Google.

Tools

Figma, Adobe Creative Suite, Sketch, ProtoPie, Webflow, Framer, Unity, Blender, Notion, Miro, DALL-E, Ableton

Design Stack

Design Thinking, Information Architecture, Interaction Design, User Testing, Visual Communication, Wireframing & Prototyping, Agile Methodologies (Scrum)

Soft Skills

Critical Thinking, Continuous Learning, Empathy, Adaptability, Collaboration

Languages

French: Native
English: Fluent
Spanish: Basic