



Thomas Jaglin

Product Designer - UX / UI

[Portfolio website](#)

[LinkedIn](#)

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👋 Hi, I'm Thomas, a product designer focused on bringing innovative and highly usable features to market for SaaS companies with complex products. Utilizing a user-centered design process, I have spent the last few years working collaboratively within cross-collaborative tech teams to improve user experience, and increase user engagement.

Experience

✓ Product Designer - Taxdoo (sep 2024 → Present)

- integrated in two cross-functional teams with PMs, Engineers and Regulatory analysts (Integrations & Compliance)
- designed, validated, delivered and saw implemented new data sources pages, consolidating and refactoring old pages into a central page, better suited to user's needs, with substantial usability improvements and reducing significantly related customer support efforts (15% reduction of ticket volume). The concept and designs were thoroughly tested by 2 rounds of prototype testing in collaboration with the researcher (recruitment and conduction) and delivered with thorough documentation.
- designed and pushed significant updates to the design system, like global updates on disabled components state and semantic colour language (following user usability feedback) and introduced other updates and improvements (table component, badge, alert, toast etc.)
- worked directly with C-level on high level rework of the company's user journeys to map out strategically new ideas and reworks to bring iteratively to the product.

✓ Junior Product Designer - Taxdoo (jan 2023 → aug 2024)

- integrated in a cross-functional team (Integrations)
- designed and delivered to production user-centered and impactful new product pages (new compliance settings page, new integration pages etc.)
- contributed to the design system by creating and styling multiple components (Tooltip, alert, toast)

✓ Graphic Designer - Taxdoo (2021 → 2023)

- developed strong branded illustrations, graphics, and brand assets that enhanced user engagement still in use and supported marketing objectives as well as the development of the product.
- lead the redesign of the company's website, as well as introduced initiatives to reliably test the performance of all designs.

✓ Graphic & Web Designer (2018 → today - sporadically)

- sporadic projects of branding, graphic design or web design work, both professionally and pro-bono, delivering logos, brandings, webdesigns, icons, illustrations etc.

Education



Master of arts - Media and Communication's management - Digital Media (2018 → 2019)

Hochschule Macromedia University of Applied Sciences



Bachelor of arts - Media and Communication Design - Design and International Business (2015 → 2017)

Hochschule Macromedia University of Applied Sciences



BTS Design Graphique - Option Média Numérique (Graphic Design Postgraduate Degree) (2012 → 2015)

LISAA - L'Institut Supérieur des Arts Appliqués

Further certifications



Perception and Memory in HCI and UX (issued sept. 2024)

Interaction Design Foundation



Google UX Design Specialization (issued sept. 2023)

Coursera course



Design skills

User flows | Wireframes | Complex Prototyping | Design Workshops | Design Systems | Design Documentation | User Journeys | Design Strategy | Graphic Design | Visual Communication | AI



Soft skills

Stakeholder Management | Cross-functional Collaboration | International Communication | User-centred Thinking | Agile | Design Thinking | Facilitation Methods



Software/Tools

Figma | Adobe XD | Adobe Creative Suite | Atlassian: Jira | Confluence | Webflow | Wordpress | HTML / CSS



Languages

French

Native

English

Bilingual proficiency

German

B2 - Professional working proficiency

Polish

A2 - Elementary proficiency



Miscellaneous

Reading | Language Learning | European Travel | Involvement in local UX Communities