



# Titouan Fontanier

UX/UI Designer & Art Director

25 year old

Nantes, France

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[www.titouanfontanier.com](http://www.titouanfontanier.com)

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## PROFESSIONAL EXPERIENCE

**2 years**

january 2015  
december 2016

### Co-founder and UX/UI Project Manager

**Pumpkin Design | Nantes, France**

- Creativity workshops and consulting to a wide range of organisations.
- Service design, UX/UI co-development, interactive design and graphic design.
- Delivery of workshops at the School of design of Nantes Atlantique for Master students.

**5 months**

september 2014  
january 2015

### UX/UI, Graphic and Motion Designer

**Freelance | Nantes, France**

- Project management and consulting to a wide range of organisations
- Exploration of new creativity methods, tools and processes for workshops.

**4 months**

june 2014  
september 2014

### Intern - UX/UI Designer

**MCG Digital Marketing | Glasgow, United Kingdom**

- Project management and UX/UI design for the mobile application Wishlist.

**4 months**

september 2012  
december 2013

### Intern - Graphic & Motion Designer

**Club GET | Bristol, United Kingdom**

- Graphic and motion design for John C. Maxwell.
- Design of an interactive game for the Ministry of Education of Mexico.

**2 months**

september 2011  
october 2011

### Intern - Graphic Designer

**Pauta Creativa | Mexico City, Mexico**

- Packaging development for Kellogg's

## EDUCATION

### Master User Experience Design / Interfaces Tangibles (Honours)

**L'École de design Nantes Atlantique | Nantes, France**

4 years  
2010 - 2014

- Ability to integrate design in innovation strategies at senior level within a business: design of products, services, scenarios, both in material or virtual form that contribute to the brand image, to the integration of changes in our lifestyle and current research in environmental issues.
  - Ability to bring multidisciplinary teams around the design project: integrating the contributions of different disciplines in the project (human sciences, ergonomics, marketing, technology, economics, aesthetics), consider the constraints of manufacturing, distribution and marketing, and managing various relationships both internally and externally that are involved in the project.
  - Ability to follow the development of a product from its conception to its realisation and communicate the proposals within the company or agency as well as with clients, sponsors and suppliers.
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### Foundation year / Plastic Arts

**L'École Européenne Supérieure d'Art de Bretagne | Lorient, France**

1 year  
2009 - 2010

- Introduction to graphic design, illustration and typography
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### Cours d'Arts Plastiques

**L'École Européenne Supérieure d'Art de Bretagne | Lorient, France**

12 years  
1998 - 2009

### Science Baccalauréat

**Dupuy-de-lôme | Lorient, France**

3 years  
2006 - 2009

## SKILLS

**Creative, proactive, receptive to emerging and innovative ideas.**  
**Human-centered design, design thinking and innovation by design.**  
**Global project management skills and good client relationship skills.**  
**Confident use of Adobe CC suite and inVision.**

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## LANGUAGE SKILLS

English - Advanced level (TOEIC 785/990)  
Spanish - Advanced level  
French - Native speaker

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## EXHIBITIONS

**2014** - End of studies project, **Design L'Expo | Nantes, France**  
**2013** - Interactive installation, **Museum of natural history | Nantes, France**

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## HOBBIES

Roller skating - Ski - Hockey on ice - Poker - Table and role playing games - Pastry and cake design

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