

Anthony Conder

I am a user experience, and interface designer who likes to solve problems through a human centered design approach.

Skills

User Experience & Interface Design, User research, Web Design, Motion Design, Graphic Design, Branding, Illustration, Data Visualisation, SEO, Storytelling etc.

Tools & Methods

Prototyping, Figma, Sketch, Zeppelin, Notion, Miro, HTML/CSS, Hotjar, After Effects, Premiere Pro, Atomic Design, Layout grids, Interviewing, User Testing, Agile sprints, Iterations etc.

Education & languages

Ynov
Artistic Direction
Master’s - UX focus
2022-2024

Digital Campus
Digital Project Management
Bachelor - UX focus
2019-2022

French - English
Bilingual

Phone: +33 780408648
anthony.conder97@gmail.com
Portfolio: anthonyconder.fr
📍 Lyon, France

Professional Experience

EDF • Product Designer Apprentice • Sep 2023 - 2024

Manufacture Digitale: Delivery of MVPs using scrum methodology. User research through user interviews & workshops. Wireframing and prototyping, validated through user testing. Transfer to development.

Ciss • Freelance Product Designer • Feb 2023 - April 2023

MyWallet: Redesign of their app’s user experience and interfaces for implementation by dev team through the Flutter framework. Creation and maintenance of a design system.

Solvay • Product Designer Apprentice • Aug 2022 - 2023

Design studio: Conducted User research through interviews, user tests, audits, workshops, to provide accurate UX/UI deliverables. Created and maintained dynamic design systems on Figma whilst defining & documenting design guidelines. Coordinated with product owners, developers and other senior designers.

Cascade8 • Product Designer Apprentice • Aug 2021 - 2022

Archipel Content, Archipel Market: Working closely with senior designers, developpers, marketing team, and the Product manager to improve the global user experience on the Archipel apps ecosystem through user research, data analytics, prototyping, interface design, motion videos, and more. Working to improve and maintain a **design system** with dynamic components. Defining & documenting design guidelines.

FilmSeriesNFT: Part of the design team and responsible for creating new components, pages, and designs, as part of a larger design system.

Dvore • Freelance designer • Oct 2020 - Present

UX/UI & Motion Design: Created a motion design series “Dvore kitchen” to showcase various app features. Maintenance of their Wordpress website. Prototyped and built new pages & visuals to better illustrate the Dvore business model during client meetings. Social Media Marketing & content creation.

Bodyweight Tribe • Web designer • Feb 2018 - Mar 2022

Web dev, SEO, Content Redaction: Creation/management of an informational blog monetized through product reviews. Content creation. SEO strategy. Used tools like Ahrefs, Semrush, Hotjar, and Google Analytics. Peak traffic at 25k visists/month. Sold in early 2022.