

Anthony Conder

Lyon, France

UX/UI designer

Creating intuitive interfaces and elegant solutions through design systems, prototyping, and cross-functional collaboration.

Skills

UI Design, UX Design, Interaction Design, Responsive Design

Prototyping, Wireframing, Usability Testing, User Research

Agile (Scrum), Developer Handoff, Design Systems

Accessibility (WCAG), Mobile & Web Design

Tools

Figma, Adobe XD, HTML/CSS/JS, AI-assisted design tools,

Design system management, Prototyping tools,

Developer handoff tools (Zeplin, Storybook),

Productivity & collaboration: Linear, Jira, Confluence, Notion

Education & languages

Ynov
Master's Degree in UX/UI Design
2022-2024

Digital Campus
Bachelor's Degree in Digital Project Management
2019-2022

French - English
Bilingual

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Professional Experience

Louise • UX/UI Designer • Apr 2024 - Current

- Designing intuitive UIs for fertility healthcare tools, simplifying complex medical workflows into user-friendly digital experiences.
- Leading rapid prototyping in Figma to visualise concepts quickly and iterate based on team and user feedback.
- Collaborating with developers, data scientists, and fertility experts to deliver functional, user-focused designs.

EDF • UX/UI Designer Apprentice • Sep 2023 - 2024

- Delivered MVPs in an Agile/Scrum environment, leading user interviews and ideation workshops.
- Designed high-fidelity wireframes and interactive prototypes to support usability testing and validation.
- Collaborated with developers to iterate quickly and ensure successful handoff into production.

Ciss • Freelance UI Designer • Feb 2023 - April 2023

- Redesigned core app interfaces for a Flutter-based implementation, improving usability and visual consistency.
- Built and documented a scalable design system, accelerating the design-to-dev handoff and future updates.

Solvay • UX/UI Designer Apprentice • Aug 2022 - 2023

- Led user interviews and usability tests to uncover insights and refine key interface flows.
- Built and maintained a modular design system in Figma with clear documentation for scalable use.
- Worked cross-functionally with developers, product owners, and senior designers to ship high-quality UX/UI solutions.

Cascade8 • UX/UI Designer Apprentice • Aug 2021 - 2022

- Supported UX improvements across the Archipel ecosystem through research, prototyping, and UI refinement.
- Collaborated with senior designers and product teams to design user flows, interface components, and usability improvements.
- Maintained and scaled a design system, ensuring consistency and efficiency across multiple applications.