

Anthony Conder

Product Designer · UX/UI · Interaction Design · Human-Centered Design

Lagnieu, France · +33 7 80 40 86 48 · anthony.conder97@gmail.com
anthonyconder.fr · linkedin.com/in/anthonyconder

PROFILE

UX/UI designer with 4 years of experience in healthcare, energy, and B2B SaaS. Focused on end-to-end Human-Centered Design: user research, rapid prototyping, high-fidelity Figma design, and developer handoff. Comfortable in Agile/Lean UX environments working with product owners, engineers, and business stakeholders. Strong background in design systems and complex, data-rich interfaces.

PROFESSIONAL EXPERIENCE

Louise · UX/UI designer · Apr 2024 - Mar 2026

- Designed UIs for fertility healthcare tools, simplifying complex clinical workflows into accessible digital experiences.
- Led rapid prototyping in Figma, iterating with developers, data scientists, and clinical experts.
- Applied HCD methods to validate concepts early and reduce friction before development.
- Contributed to a component-based design system for consistent UX across the product.

EDF · UX/UI designer, apprenticeship · Sep 2023 - 2024

- Delivered MVPs in Agile/Scrum, leading user interviews, ideation workshops, and design sprints.
- Produced high-fidelity Figma prototypes for usability testing and engineering handoff.
- Worked with product owners, developers, and stakeholders to align user needs with business constraints.

CISS · Freelance UI designer · Feb - Apr 2023

- Redesigned core interfaces for a Flutter app, improving usability and visual consistency.
- Built and documented a scalable design system to accelerate design-to-dev handoff.

Solvay · UX/UI designer, apprenticeship · Aug 2022 - 2023

- Ran user interviews and usability tests to refine interface flows for a complex B2B product.
- Built a modular Figma design system with documentation for cross-team use.
- Worked across design, product, and engineering through the full design-to-ship cycle.

Cascade8 · UX/UI designer, apprenticeship · Aug 2021 - 2022

- Improved UX across the Archipel ecosystem through research, prototyping, and UI refinement.
- Designed user flows and interface components alongside senior designers and product teams.

SKILLS & TOOLS

Design · Design systems · Wireframing · Prototyping · Interaction design · Human-centered-design (HCD)

Research · User research · Usability testing · Ideation workshops · WCAG · Lean UX

Process · Dev handoff · Agile · Scrum · Cross-functional collaboration

Tools · Figma · Jira · Confluence · Lovable · Aura · Claude · Notion · HTML/CSS/JS

EDUCATION & LANGUAGES

Master's degree · UX/UI design · 2024 · Ynov

Bilingual · French · English