

Pierre Moret

Product designer

Paris / Île-de-France
Available starting May 2026

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● Product Designer with over 2 years of experience designing clear, efficient, and scalable digital products by turning complex needs into intuitive solutions.

I work across the full product lifecycle, from research to delivery, collaborating closely with product and engineering teams to improve user experience and product performance.

● PROFESSIONAL EXPERIENCES

Fédération Française de Golf
06/25 → 06/26
Paris

Product Designer Freelance

Main tool of the FFGolf, used internally and by more than **700 clubs**.

- I led the **redesign of an internal tool used for over 20 years**, taking into account existing foundations to offer a more coherent and efficient experience for internal users and external stakeholders.
- I redesigned **user journeys**, reducing friction in operational tasks, improving data reliability and increasing efficiency for federation teams and clubs.
- I acted as **lead designer**, ensuring a smooth and consistent experience while leading workshops with internal teams to guide product decisions.
- I contributed to the **evolution of the design system** to ensure consistency, accessibility and product scalability through a clear iteration roadmap.
- I worked in close collaboration with the **PM and developers** to align user needs, technical feasibility and product requirements.

Puxle
06/24 → 10/24
Montréal

Product Designer

- I **validated the product-market fit** of a SaaS tool for UX researchers by conducting user research and designing an initial prototype, **leading to adoption by several beta testers**.
- I redesigned a sports application by reworking the user journeys and the interface, which **strengthened user engagement** and helped **convince investors during a funding round**.

Injoy
04/23 → 03/24
Montréal

Product Designer

- I reduced the completion time by **60% for a key feature of the application**, improving the user experience by simplifying flows.
- I **improved conversion rates** and increased the base of paying users by evolving the business model toward a premium offering.
- I **strengthened visual consistency** and accelerated development by creating a design system.

TooContact
06/23 → 08/23
France

UX/UI Designer Freelance

- Designed the **information architecture and interface** of a professional networking application, laying the foundations for a product currently under development.

● OTHER EXPERIENCES

Centech
2024
Montréal

Volunteer design instructor

- **Led an introductory workshop on brand design** for the public through short practical exercises.

Scouts et Guides de France
2018 → 2026
Angers

Group leader (Volunteer)

- Supervised youth groups during weekly activities and camps, **developing leadership, facilitation, and organizational skills**.

● EDUCATION

Master's in Design & Innovation Strategy

09/22 → 06/24

Studio Montréal (École de design Nantes Atlantique) - Centech

Bachelor's Degree in UX/UI Design

09/19 → 06/22 École de design Nantes Atlantique

● HOW I WORK

I **move forward autonomously** while collaborating closely with product, tech, and business teams.

I **structure projects from the early stages** by asking the right questions and integrating feedback, even when it is contradictory.

I **make design accessible to non-specialists** and build alignment around a shared vision.

Driven by curiosity and a strong understanding of user needs, I adapt to ambiguous contexts with a solution-oriented approach.

● SKILLS

Hard skills

Discovery

User testing, interviews, workshops, synthesis, prioritization

Design

UX, UI, information architecture, design systems, prototyping

Delivery

Figma, specifications, developer collaboration, handoff

Product

Prioritization, iteration, KPIs, UX/business trade-offs

Tools

Design

Figma, Adobe Creative Suite

Prototyping

Webflow, HTML/CSS, Protopie

Collaboration & product

Jira, Notion, FigJam, Miro

Technical tools

GitHub, GitLab, Cursor

Languages

Professional English (C1, TOEIC 935/990)

INTERESTS

Photography – Digital arts

Electronic music, guitar, drums

Hiking & travel