

QUENTIN THOMAS

SENIOR UX DESIGNER

 <https://shorturl.at/t5CIV>
 Portfolio available on request

 quentthomas.design@gmail.com

Senior UX Designer specializing in production HMI, connected vehicles and infotainment systems. Over the past five years, I have helped shape large-scale automotive infotainment platforms through UX research, interaction design, design systems and product discovery. Having lived, studied and worked across Europe, North America and Asia, I bring a cross-cultural perspective to designing scalable experiences for diverse users and am collaborating across design, engineering and product teams to transform complex challenges into intuitive production products.

CORE EXPERTISE

Automotive HMI
UX Research
UX Strategy
Design Systems
Product Discovery
Production Delivery
Platform Evolution
Cross-departmental Leadership
Interaction Design
Workshop Facilitation
Design Validation

LANGUAGES

English Native
French Fluent
Spanish Intermediate
Mandarin Beginner

EDUCATION

L'Ecole de Design Nantes Atlantique
Nantes, FR and Montreal, CA
2016 - 2021
Master's in UX design & entrepreneurship
Bachelor's in Interaction & Game design
College Champittet
Lausanne, Switzerland
2016
International Baccalaureate Diploma

WORK EXPERIENCE

UX DESIGNER | RCD EXCEPT (NDA) 2021 - Present
Guyancourt, France

- Represented the Design Studio within Multimedia Squads for over three years, influencing UX decisions across Design, Engineering, Product, Ergonomics and Software teams throughout the product development lifecycle.
- Owned the evolution and production delivery of a large-scale automotive infotainment platform across multiple software releases, while contributing to its next-generation evolution.
- Led UX exploration for next-generation in-vehicle experiences, combining user research, rapid prototyping and large-scale usability testing to validate concepts and shape future HMI strategy.
- Translated user research and usability insights into evidence-based product decisions for future in-vehicle interfaces.
- Managed UX production delivery for strategic vehicle programmes, coordinating interface implementation, Design System assets and production readiness.
- Developed deep expertise across multiple large-scale automotive infotainment ecosystems, becoming a trusted subject matter expert supporting production HMI and platform evolution across multiple product generations.
- Designed and delivered UX and Design System assets for multiple strategic vehicle programmes, supporting projects from concept exploration through production release.

UX DESIGNER | STELLANTIS (NDA) 2021
Velizy, France

- Led the design of next-generation automotive tools, conducted generative and evaluative UX research to validate concepts and inform design decisions.

UX DESIGNER | SACCADÉ ANALYTICS (NDA) 2019 - 2020
Montreal, Canada

- Designed mobile and VR experiences for medical rehabilitation, applying UX research, interaction and game design.

TOOLS

Design

Figma, Sketch, Adobe Suite, Unity

Collaboration

FigJam, Jira, Confluence, Miro