



Marc Bouchenoire

Product Designer

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I design and build tools, *products*, interfaces and icons. I'm currently finishing my Master of Immersive Design at L'École de Design.

EXPERIENCE

Freelance

Worked with a few companies like Workflow on interfaces and icons.

2014 → Present

Internship @ Awkward

Worked on Sketch Cloud and Mirror, collaborated with Bohemian Coding on the Elements UI kit, designed and built Alembic and learned the basics of React with Gatsby.

July 2017 → January 2018

Internship @ Azendoo

Worked on UI-related tasks for desktop and designed an unobtrusive and interactive onboarding for iOS and Android.

August → October 2016

TOOLS AND SKILLS



- CSS — Vanilla, sassy and styled.
- JavaScript — Vanilla and some notions of React and Vue.
- 3D — Blender then Unity or SceneKit.

LANGUAGES

- French — Mother tongue.
- English — Fluent. (TOEIC, 975/990)

EDUCATION

Master's degree @ L'École de Design

MDes. Immersive Design — Learned about design management, designing for the mixed reality spectrum and creating 3D assets.

2017 → 2019

Bachelor's degree @ L'École de Design

BDes. Interaction Design — Learned about interface design, user-centric methodologies, generative art and web development.

2014 → 2017

OPEN SOURCE

Sketch Maps

Adding beautiful maps to Sketch with the Mapbox Static API.

2017

Sketch Constraints

Adding constraints to Sketch's layer system before they were natively implemented.

2015

INTERESTS

- Designers — Louie Mantia and Ollin...
- Sports — Tennis and badminton...
- Music — M83, Radiohead and Phoenix...
- Movies — Her, Drive and Watchmen...
- Games — The Witness, Portal and FEZ...