



Marc Bouchenoire

Interaction Design student

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Third year Interaction Design student at l'École de Design Nantes Atlantique (France) and passionate about digital interfaces and the tools designers use to craft these interfaces.

📖 Education

Bachelor's degree @ L'École de Design

Nantes Atlantique

Focused on Interaction Design, learned how to design interfaces and how to create prototypes.

2015 – 2017

Foundation year @ L'École de Design

Nantes Atlantique

Studied the basics of design as a whole.

2014 – 2015

High-school diploma @ Albert Camus

Science & Mathematics. (Magna Cum Laude)

June 2014

🛠️ Tools and skills

UI Design

- Sketch
- Figma

Prototyping

- Framer Studio
- Flinto
- Origami Studio – Beginner

Code

- HTML5 – CSS3
- JavaScript
- Swift – Beginner

Languages

- French – Mother tongue
- English – 975/990 TOEIC

References available upon request.

👛 Work experience

Internship @ Azendoo

Part of the company's design team, I was in charge of designing an interactive onboarding for the mobile app.

August – October 2016

Freelance @ Workflow (Acquired by Apple)

Designed two new iterations of the app's Gallery.

April – June 2016

🏠 Personal projects

Sketch Constraints

Created an open-source plugin for Sketch that adds constraints to the layer system.

September 2015

Enkelt

Designed an iOS theme for iPhone and iPad, sold around 1100 copies on the Cydia Store.

2013 – 2014

★ Interests

- Designers – Louie Mantia, Bill Labus and Ollin
- Sports – Tennis and badminton
- Music – M83, Radiohead and Sigur Rós
- Movies – Her, Drive and Watchmen
- Video games – The Witness, Bioshock and Portal