Thibauld Burin

Interaction designer

Screens · Objects · Spaces

CONTACT

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THE RANGE

One designer, six benches.

Research
interviews, field observation, usability tests, workshops
FigJam, Notion

Screens
flows, wireframes, prototypes, design systems
Figma, Sketch, Adobe CC

Objects
3D modelling and rendering, 3D printing, laser cutting
3D printer, laser cutter

Spaces
exhibition and street installations, scenography, signage
three.js previz, Adobe CC

Motion & graphics
typography, brand, animation, sound design
Adobe CC, CSS/JS animation, WebAudio

Code & AI
HTML/CSS/JS, three.js, Python, Electron, AI coding agents, local LLMs
Claude Code, Ollama, Whisper, image generation

EDUCATION

2026 · **Strate School of Design, Lyon**
Master's degree in industrial design (Bac+5), interaction design major (UX/UI). Diploma project: MindSilk.

2020 · **Lycée Notre-Dame, Charlieu**
Aeronautical initiation certificate (BIA).

LANGUAGES

French, native · English, professional

Beauty is the residue of logic.

I don't chase trends, I bend them. Design is not a layer of decoration added at the end: it is the skeleton of the idea. Get the structure right and beauty follows. I don't aim for pretty, I aim for right, on a screen, in an object or in a space, and I prototype it until it works.

EXPERIENCE

2026 **Cegid** · Lyon
UX/UI designer, 6-month internship · June to December 2026

- Redesign of RH Form, a 16-year-old internal HR system: recruitment, contract, internship and mobility requests.
- Interviews with managers, HR partners and finance; workflows mapped, then rebuilt by role, sequential and conditional, with notifications instead of validations.
- Flow RH delivered as a working web app (mobile version, onboarding, assistant), with the decks for the HR director and the IT department. POC planned for November.

2025 **Wezic** · EDHEC incubator
Lead UX/UI designer · 2025

- A mobile experience to keep live-music memories and sustain fan micro-communities.
- Product strategy and sensory UX within a multidisciplinary team; functional MVP and strategic pitch.

2024 **Thales** · Brest
UX/UI designer, internship · 2024

- Tactical interfaces for naval defence systems: data interpretation and mission-critical clarity.
- Embedded console prototypes for navy ships, worked out with the engineering teams for feasibility and integration.

SELECTED PROJECTS

Kuubo (2026) · A private AI assistant for designers, 100 % local: voice dictation, agents that write pages and decks. I built it and use it every day.

Écho (2026) · An exhibition on how we perceive AI: six playable rooms and one souvenir object.

MindSilk & MindPocket (diploma, 2026) · An app that debates with teenagers to make them think, and a kids' camera that asks a question and prints the child's own thought as a sticker.

Umbra, Halo, Détour · Objects with an interface: an umbrella that projects, a wall dial for a phone, a compass that never gives the route.

nuoportfolio.fr · Eleven case studies online, each with its own interactive mechanism, built with three.js.