

Simon Le Gouill

Product Designer

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Portfolio : simonlegouill.com

Framing a still-fuzzy need and turning it into a feature people actually use, while balancing real-world usage, technical constraints and strategic goals: that's what I bring to a team. I'm looking to join an organisation where I can contribute to building ambitious, innovative digital products. Based in Nantes, France.

Skills

Design

Design thinking UX/UI design
User research Interviews
User journeys Prototyping MVP
POC Accessibility

Product

Product ownership Product strategy
Framing User stories
Backlog management Prioritization
Roadmap Agile Kanban Discovery
Delivery

Tools

Figma FigJam Notion
Claude Code Lovable
Visual Studio Code Artificial intelligence
ChatGPT Gemini Adobe Suite
Pen & paper Gleap

Education

Master's in Media Design

L'École de design Nantes Atlantique
2022 - 2024

Motion Design course

Online course

Bachelor in Digital Media Design

L'École de design Nantes Atlantique
2020 - 2021

BTS in Graphic Design, communication and digital media (2-year diploma)

L'École de design Nantes Atlantique
2018 - 2020

Experience

UX/UI Designer & Product Owner · Lumy · June 2025 - present

Supporting public and private clients in designing custom digital products, from discovery through to production.

Discovery, UX/UI design and product ownership across SaaS products, platforms and institutional websites, for public and private clients: framing the need, user journeys, feature trade-offs, roles and permissions, then following and testing development through to production, in a small team alongside a solution architect and two full-stack developers.

Designing under strong constraints: institutional requirements and regulatory frameworks (RGAA accessibility, GDPR, French State Design System), alongside technical and budget limits. Using AI to explore directions and prototype, through to changes shipped with Claude Code and deployed in production.

Product Designer · Pelli.io · June 2025 - present

Product designer on a French SaaS dedicated to helping professional photographers run their business.

UI redesign, user interviews and backlog prioritization directly with the founders. Content design for the help center to make users autonomous.

Product Designer · Finalist · Luni · May 2025 · Contest

Finalist of the Luni design contest, a competition dedicated to the new generation of product designers.

UX/UI Designer · Inserm · Sept. 2022 - Sept. 2024

Embedded UX/UI designer within a French public research institute.

UX/UI redesign of a VR science outreach game and HR service design (onboarding journey). Information design to the French State Design System, art direction for the InScience festival.

UX/UI Designer · Le Monde · Dec. 2023 · Design sprint

Design of a web feature story in scrollytelling format for the digital newsroom.

Brand Designer · PILOT Corporation of Europe · Sept. 2019 - Aug. 2020

Embedded brand designer within PILOT's European marketing department.