

Alice BONNEAU

SENIOR PRODUCT DESIGNER B2B SaaS & AI Workflows

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Based in Montpellier

[Portfolio link](#)

Product Designer with 6 years of experience delivering end-to-end UX/UI for SaaS products. Focused on simplifying complex systems and designing intuitive, accessible experiences. Experienced in user research, scalable design systems, and cross-functional collaboration, with a strong attention to real user needs and product impact.

EXPERIENCES

● May. 2023 - Avril. 2026

Product Designer | Talkspirit - France

Led end-to-end design for complex multi-user organizational workflows

Designed an AI-assisted organization setup flow, replacing manual configuration

Reduced multi-step workflow friction by 39% (project attribution flow)

Increased interaction rates by 31% on data-heavy interfaces

Contributed to and improved a scalable design system

Conducted user research and usability testing to inform design decisions

● Oct. 2019 - May. 2023

UI/ UX Designer | Wemap - France

Designed mobile-first, data-dense map interfaces with filters, clustering, and POI management for 70+ screens.

Optimized map navigation and interactions (filters, clustering, POIs)

Ensured design system consistency and accessibility (WCAG)

Collaborated closely with developers

● Dec. 2019 - March 2020

Trip to Asia

Practiced autonomy and adaptability through WWOOFing

● June 2018 - Oct. 2018

Graphiste 3D | Immersio - Internship - Italy

Developed immersive VR scenes in Unity, including 3D modeling and texturing.

● Aug. 2017 - Dec. 2017

Digital Designer | Mo Works - Internship - Australia

Designed user interfaces for web and mobile applications, marketing and animations

EDUCATION

● 2013 - 2018

Master's Degree (MDes) in Immersive UX, Nantes Atlantique School of Design

User research, interaction design, prototyping, and experimentation on real-world projects.

● 2018

Master's Degree in Interactive 3D Technology Management, École Nationale Supérieure des Arts et Métiers, Laval

Worked cross-functionally across design, research, and engineering; delivered user-centered design and VR/AR prototypes.

SKILLS

Design & process : End-to-End Product Design, Figma (components, libraries, prototyping), Design Systems (components, consistency), Accessibility, User Research & Usability Testing, Agile / Scrum, Cross-functional Collaboration

Tools : Figma, FigJam, Tokens Studio, Adobe Suite, n8n, Miro, Notion, Maze, Claude, Cursor

Soft skills : Adaptability, Decision-making, Teamwork, Rigorous, Persistent, Proactive

Languages

English
Bilingual

French
Bilingual

Spanish
Basics

INTERESTS



ARCHERY



ROLLER



TRAVEL



PLANTS



GAMES