

Chlovis Lobre

Human-computer interactions Expert

I am specialized in user-interfaces, human-computer interactions and service design. I work with start-ups, video games studios & agencies..

WORK EXPERIENCE

Monkey Moon (Remote) — UX/UI Designer

MARCH 2021 TO NOW

Designing all human-computer interaction of a video game user interface.

Contexte Scan (Remote) — IA & Interaction Designer

DEC 2018 TO NOW

Contexte Scan is a software using big data to deliver analytics around public affairs, working on legislative tracking and stakeholder engagement.

L'Oréal Paris (Paris, France) — Lead UX

JAN 2018 TO JULY 2018

Team Lead UX to redesign this worldwide website (+70 countries)

BLANK (Paris, France) — Lead IA & UI Designer

FEB 2016 TO DEC 2017

Connected objects (IoT), AR/VR experiences and softwares applications

Freelance (Remote) — HCI, HMI, interaction & service design

FROM 2015 TO 2021

Clients: Dior, The New York Times, Balenciaga, Red Bull, Ikea, Universal Music, Warner Bros, Van Cleef & Arpels.

FCINQ (Paris, France) — Project Manager & UI/UX designer

FROM 2012 TO 2014

Worked on award winning projects. Web-documentaries, websites, immersive experiences, softwares and mobile applications.

STUDIES

Master's Degree, Digital Strategy (IESA*) — Paris, FR (2014)

Bachelor's Degree, Project Management (IESA*) — Paris, FR (2012)

Visual Communication Degree (ESMA)** — Montpellier, FR (2010)

* World-class business school specializing in careers in the art sector (Source: Top Universities website)

** Ranked 7th best animation in the world (Source : Animation Career Review 2021)

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MAIN SKILLS

Human-Computer interaction, ergonomics, IoT design, AR/VR experiences, information architecture, Interaction design, user-flows, prototyping, Consulting, user-interface design,

RECOGNITION

Awwwards (11) (worldwide web design distinction)

the FWA (2) (worldwide web design distinction)

Interviews published in
ELLE China, 8px, general pop

Mentoring students @Gobelins
Ranked 1st animation School
Worldwide in 2021 (Source: Animation Career Review)

PERSONAL PROJECTS

iOS applications (self-made)
Aisatsu, Walk in Bangkok

Podcasts creation (FR)
Jetlag, Lag à Part

Exhibition (Los Angeles)
Art project "Renew" exhibited 7 weeks
in Highways Performance Space,
Santa Monica.

LANGUAGES

French (native), English (fluent),
Mandarin (A2), Spanish (notions)