Guillaume David
Product Designer

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Remote across Europe

Work Experience

ZF Group / UX / UI Designer

MAY 2023 – PRESENT, REMOTE

Sole designer on a truck navigation product taken from the first sketch to release in twenty months, on Android native. The problem was minimal cognitive load in a cab where every decision is critical: a narrow feature set, shown contextually rather than made permanently available, at a quality per feature that holds up against navigation sold as a paid subscription.

Owner of the mobile and touch branch of the design system. Twenty-five components over eighteen months across Figma, Jetpack Compose and embedded React, with governance that works without me in the room: status per runtime, a review verdict, and a recorded deviation from the parent system for every hardware-driven difference.

Function over form, subtractive by default: the road shield outranks the destination name, and a missing instruction beats a confident wrong one. Three months inside the platform team, unblocking an in-cab Linux HMI on hardware built for −40 °C survival, not for rendering.

Moonshot Labs / Freelance Product & UI Designer

OCT 2021 – FEB 2023, REMOTE

Design foundations for four early-stage B2B products: coworking space rental, investor-facing crowdfunding, notarial practice SaaS and a professional furniture marketplace.

Studi / Freelance UI / UX Designer

NOV 2020 – FEB 2023, REMOTE

Mobile and web, starting on UI and moving into UX across the engagement. Interfaces and foundations first, then the decisions upstream of the screens.

Independent / Illustrator & Concept Artist

SEP 2017 – SEP 2020, BRUSSELS / NANTES

Education

Royal Academy of Fine Arts

2014 – 2017, BRUSSELS

Drawing, illustration and concept art.

Université de Tours

2012 – 2013, TOURS

Licence professionnelle, visual communication.

École Brassart

2009 – 2013, TOURS

Visual communication.

Skills

Product: Discovery under constraint • Scoping & prioritisation • Trade-off documentation • Design review • Engineering from day one

Systems: Design tokens • Multi-runtime component governance • Accessibility • Native platform rules across Android, iOS and embedded

Tools: Figma • Specs for Jetpack Compose, React and SwiftUI • AI-assisted prototyping

Languages: French, native • English, fluent and the daily working language