

Charles-Henri Lison

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I had my first computer at the age of 12, sold my first website at 17 and since then, I decided to design web applications that will make an impact. I have been doing this for more than a decade and I am still learning every day.

Here is what working together looks like; I start by listening to your objectives, list all assumptions, prototype some solutions and then run some activities with your customers in order for us to learn. There is a good chance that we will be sometimes wrong and that's great because we will use these learnings to refine the solutions until we meet your objectives and deliver value to your customers.

Experience

UX Designer

Target, Williams Landing - Australia (September 2018 - Present)
Designing the future experience of shopping.

Senior UX Designer (1.5 year)

Thomson Reuters, Melbourne - Australia (March 2017 - September 2018)
I was the first UX designer for Thomson Reuters Australia; I worked on a local product named Cleardocs and an international product for accountants; Onvio. I created the UX design practice for Cleardocs while increasing revenue. At the same time, we moved accountants from a desktop solution to Onvio.

- Created and led the UX practice for Cleardocs and Onvio (design and research)
- Designed and communicated the UX vision
- Collaborated with a local and international development team
- Worked closely with product managers and the local business
- Collaborated with UX designers in 4 different countries.

Lead Experience Designer (2.5 years)

Symplicit, Melbourne - Australia (2014-2016)
I took pride in working with well known companies to help them conceiving first class design solutions. I loved being surrounded by collaborative and friendly designers on a daily basis, especially in a company that truly honours the design process.

- Collected and analysed user behaviour through lab studies and contextual inquiries
- Advocated research findings to diverse audiences through written reports and oral presentations
- Articulated design intent to the internal team and clients
- Facilitated workshop with clients broader team and executives
- Gained experience in collaborating effectively with other designers
- Managed projects and client communication.

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Interaction Designer (2.5 years)

Whispir, Melbourne - Australia (2011-2013)

I showed up everyday with a smile to make a significant difference in the way people communicate between government authorities and the community.

- Developed wire-framing and rapid prototyping of users interfaces
- Worked with product architects and designers to solution innovative designs
- Worked alongside business analysts and software engineers to develop software interfaces
- Coded a framework for the front end of the platform
- Learned to push resistance and challenges to reach a goal.

Front End Developer (2.5 years)

LWM, Paris - France (2009-2011)

I choose to work in the city of lights to understand how French people craft digital products for prestigious companies such as Kookai, Louis Vuitton and Societe Generale.

- Helped a French bank creating a better online communication in retail banking
- Initiated passion for front end development within the team
- Gained experience in managing tight deadlines and multiple projects.

Community

Between 2014 and 2016, I did a lot of teaching at General Assembly and Tractor. I taught how to run a design studio, wireframe, prototype and run a usability testing.

Education

BSc (Hon.), Computer Graphic Design (3 years) Belgium (2005-2008).

Certified Scrum Product Owner (Trained by Jeff Patton)

Skills

Generative research
Evaluative research

Translate user insights into a digital solution

Negotiate solutions with stakeholders

Axure, HTML/CSS/JS, Illustrator, Photoshop, Sketch.