Hontil K.

Product Designer (confirmed)

Contact

🌐 www.hontil.com

✉ Check my homepage's footer

📍 Paris, France

Hard Skills

`Design Thinking Methodology`
`User Research` `Market Research`
`Workshop Facilitation` `Branding`
`NoCode Development` `Graphic Design`

`Figma` `UX Design` `UI Design`
`Atomic Design` `Mobile Design`
`Wireframing` `Prototyping`

`Illustrator` `InDesign` `Photoshop`
`Miro`

`HTML/CSS` `VSCode` `Webflow`

Languages

French : Native speaker

English : Fluent

Interests

Visual arts & music

Fashion & Gastronomy

Sociology & Basketball

Experience

Founder + Product Designer - Boredkid Utilities

Brand

July 2024 - Today, Paris

- Organic creation of a **bike helmet customization brand**, to turn a security **constraint** into a **fashion accessory**, from early sketches to first physical prototypes;
- Definition of the **product vision** and **value proposition** (safety, aesthetics, self-expression), including **competitive benchmark** on helmets and urban cycling accessories;
- **End-to-end design process**: user research with urban cyclists and parents, synthesis into **personas** and **journeys**, prioritisation of key use cases;
- **Artistic direction** and **branding** from logo conception, visuals to creative iterations on the helmets;
- Definition of an experimentation roadmap (limited drops, feedback loops, small-batch production) to validate desirability, pricing and production constraints before scaling.

Product Designer - Aneo

Consulting

January 2023 - Today, Paris

Française des Jeux (May 2023 - April 2024) : **Integration to the "Account" Team**

- Revamp and continuous improvement of the Design System across the two business units;
- UX/UI revamp of in-app flows, according to the new Design System and User Testings;
- Design Evangelisation with non-designers through workshops to enhance Design Maturity.
- Wireframing the screens of an upcoming in-app Dashboard to track gambling activities & habits;

Société Générale (April 2023 - May 2023) : **Upscaling the onboarding process of the new staff with an e-learning platform (Data team mostly based in Bangalore)**

- Audit of internal platforms available for other teams to spot patterns and best practices;
- Identification of the standard user and platform requirements through desk research, focus groups and interviews;
- Wireframes validation with the users through concept, usability and desirability testings;
- First drafts delivery and projection of the next sprints requirements.

Internal projects :

- **Redesign of ArmoniK website (second version):** presenting Aneo's newest HPC tool (UI, sitemap, information architecture);
- **Co-creation of the Design Fresk:** based on the Climate Fresk, in order to introduce the principles of the Design Process in a playful way to non-initiated audiences.
- **Designing an event**: Revamping of the "Classement des Associations" closing ceremony, a contest ranking Student Associations throughout the year, by optimising the overall IRL experience for both students and potential sponsors.

Teacher Assistant - Ironhack

Tech School

May - December 2022, Paris

- Conducting training on UX/UI Design methodologies and tools;
- Teaching, managing, training and supporting + 50 students;
- UX/UI Design, HTML and CSS lessons and workshops facilitation;
- Curriculum improvement and revamp

Projects

Artistic Director/ Graphic Designer/ UX Designer - Lea9ue

Creative entertainment collective (co-founder)

2020 - 2023, Online

- Planification and direction of an online event with 100+ unique viewers
- Managing and collaborating synchronously on various projects with 20 members
- Creation of 50+ artworks (Podcast covers, Playlists, visual assets for videos and promotion)
- Audit and desk research about the collective and the audience to resolve organisational pain points

Education

UX/UI Design Full-Time Bootcamp

Ironhack Paris

February 2022 - April 2022

- Intensive 9 weeks Bootcamp - 450h in English;
- Won the Hackshow : Best UX/UI Design project with a company