

STEVEN TLUCEK

SENIOR UX DESIGNER / PRODUCT DESIGNER



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🌐 www.steventlucek.com

📍 Paris, France

“ I’m a French-American, results-oriented UX Designer with a proven track record in crafting innovative and user-centric software.

I thrive on collaborative problem-solving and bring a unique blend of creativity, empathy, and strategic thinking to every project.

SKILLS

- ✓ User Research
- ✓ Persona Development
- ✓ Ideation and Prototyping
- ✓ Collaborative Workshops
- ✓ Usability Testing
- ✓ Visual Design and Branding
- ✓ Scrum / Agile Methodologies

COMPUTER SKILLS

- ✂ Figma, Sketch
Adobe Photoshop, Illustrator
InVision, Miro
- 🔗 Coding basics: HTML5 / CSS

EDUCATION

- 🏛 CareerFoundry
UX methodology, 2017
- 🏛 Parsons School of Design
Design courses, 1997
- 🏛 Vassar College
B.A. Art, 1996

LANGUAGES

- 🇺🇸 English: Native language
- 🇫🇷 French: Fluent

Lead Product Designer / Cofounder

CRIPADVISOR / Paris / Oct 2022 - Present

- Spearheading a user-centered design and research strategy for an application aimed at helping mobility-reduced visitors to Paris find accessible restaurants and bars.
- Passion project initiated to coincide with the Paris 2024 Olympics Games.

Senior UX Designer

DOCKER / Paris / Sept 2018 - Sept 2022

- Led the user experience strategy for the Docker Desktop application.
- Initiated conversations with target users to create a dynamic guided onboarding experience.
- Responsibilities included user research, persona development, competitive and comparative research, design workshop facilitation, user flow creation, rapid prototyping, and constant iteration based on user feedback.

UX/UI Designer / Consultant

SOCIETE GENERALE / Val de Fontenay, France / June 2018 - Aug 2018

- Worked with the Risk Management team to create an internal tool for creating, certifying, and reviewing risk models.
- Applied an iterative Design Thinking approach leading to a tool adapted to real use cases.
- Responsibilities included user research and interviews, persona creation, user flows, facilitated ideation and sketching workshops, wireframing, prototyping, and UI design.

UX/UI Designer

RANDSTAD / Saint-Denis / Mar 2017 - Nov 2017

- Led user-centric approach for applications within the Innovations Team.
- Conducted user interviews and surveys, crafted user journeys, and developed in-depth user paths.
- Facilitated collaborative ideation sessions, sketched/wireframed ideas, and created interactive prototypes.
- Conducted usability testing, analyzed results, presented findings, and proposed data-driven design solutions.

UX/UI Designer

GANDI.NET / Paris / Oct 2005 - Feb 2017

- Drove User Experience and created the visual design for the renowned domain name and cloud host, Gandi.
- Aligned design with company vision and business objectives, performed user research, and delivered in-depth user journeys.
- Created wireframes, prototypes, and conducted user tests, communicating results effectively to cross-functional teams.
- Designed fully-responsive interfaces for desktop, tablet, and mobile.