



Camille Massu

Product Designer (UX/UI) · Design Systems · Strategy & Visual Design

✉ hello@camillemassu.design

☎ +1 (418) 255 0479

🇨🇦 Quebec, CA

🏠 camillemassu.design

Product Designer with 5+ years of experience creating intuitive digital experiences for web and mobile. I bring a systems-thinking mindset to balance user needs, clean UI, and business goals—from research to handoff. I thrive in collaborative environments and love designing thoughtful, accessible products.

Experience

JUNE 2022 TO PRESENT

Product Designer

Human Agency

- Leading design strategy and execution across client-facing products, websites and internal tools
- Collaborating with engineers and product managers to ship scalable web platforms
- Building reusable design systems and component libraries in Figma

JUNE 2022 TO PRESENT

Product Designer

Freelance (CREED, UgoWork, Lemon, Formli)

- Designed full UX/UI for B2B and B2C platforms across industries
- Contributed to product strategy, user flows, high-fidelity mockups, and prototyping
- Built scalable design systems; improved consistency and dev handoff
- Conducted design research, user testing, and analytics review using Maze, Hotjar, and LogRocket

JUNE 2021 TO JUNE 2022

UI/UX Designer

Bloc Solutions

- Worked closely with devs in Agile environment to enhance UI/UX for digital rental platform
- Led redesigns and contributed to the company-wide design system
- Documented components and design guidelines using Zeroheight

FEB. TO JUNE 2021

UI/UX Designer

BeTomorrow

- Designed mobile and web interfaces for diverse client projects (e.g. Scorpet, TapPay, Sophi)
- Delivered responsive UI and wireframes while balancing product goals and user needs

JUNE 2019 TO FEB. 2021

UI/UX Designer

Freelance

- Designed, prototyped, handed-off websites and applications for multiple clients

Education

2017 TO 2019

Université Paris 8

Master in digital design and creation (interactive design, UX/UI, digital publishing, and creative technologies)

2014 TO 2017

Sorbonne Université

Double degree in History and English (interdisciplinary program combining historical analysis with English language, literature, and cultural studies)

CORE SKILLS

UX/UI Design (Wireframing, prototyping, interaction design, usability testing)

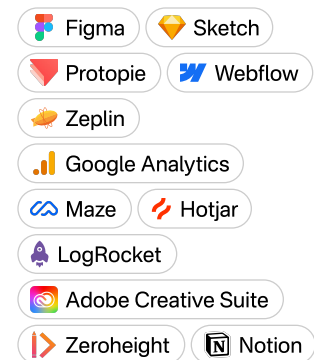
Design Strategy (Design thinking, user flows, information architecture, MVPs)

Design Systems (Component libraries, Figma variables and modes, design documentation)

Collaboration (Agile/Scrum, developer Handoff, stakeholder presentations)

Tech Know-how (HTML, CSS, JavaScript (working knowledge))

TOOLS & TECHNOLOGIES



OTHER SKILLS

🌟 Trying 🌟 to learn 3D modeling, React, and how to not kill my plants 🌱

LANGUAGES

🇫🇷 French (native)
🇬🇧 English (fluent)