

TONY AUBÉ

Resume

27 year old Product Designer from Quebec city, Canada, currently living in San Francisco.

1080 Folsom St.,
San Francisco, CA
94103

415-373-8151
hello@tonyaube.com
www.tonyaube.com

EDUCATION

M.A., Design Multimédia (*Interaction Design*) 2012 - 2014

Université Laval, Quebec 4.0 GPA

Thesis: Animation serving the Web User Experience.

B.A., Graphic Design 2010 - 2012

Université Laval, Quebec

DEC, Graphic Design 2007 - 2010

Cégep de Sainte-Foy, Quebec

Student exchange - I spent a month in Belgium specializing in 3D modeling and animation. March 2010

Haute École Albert-Jacquard, Belgium

EXPERIENCE

Staff / Lead Designer - Osmo 2014 - Now

As the first design hire at Osmo, I work very closely with the founders leading all design fronts: UI and UX design for our website and games, prototyping and testing with children, motion UI design, photography, video, branding, packaging, advertising, PR, managing freelancers and everything else necessary in a startup environment.

Lead UX / UI / Motion / Visual Designer - Unik Media 2012 - 2014

Author, Photoshop Tutorials - Envato (Tuts+) 2010 - 2014

Motion Designer - Université Laval 2010 - 2012

SKILLS

- User interface and graphic design
- Applied UX research
- Information architecture
- Usability
- Ethnography
- Animation, motion design and motion prototyping.
- Sketch
- Adobe Creative Cloud (namely Photoshop, Illustrator, InDesign and After Effects)

LANGUAGES

English, French (native), Spanish (level B2)

HONORS

Best Product Designs of 2015 & 2016 Most innovative companies in education, 2017

Fastcompany

Osmo was selected by Fast Company as one of the best product design of the year for both 2015 and 2016. We also just made the top 10 most innovative companies in Education for this year.

Honorary Distinction, Dean's list

Université Laval, Quebec, Canada.

I made the 2014 Roll of Honor of the Faculty of Graduate and Postdoctoral Studies. This distinction is awarded to the top 5% of graduate students.

First Place, Student Design Competition, CHI 2013

ACM SIGCHI Conference on Human Factors in Computing Systems, Paris, France.

Our student project won first place at CHI 2013, among over 50+ student teams from around the world including MIT and Carnegie Mellon.

Finalist and Winner of the Zendrive Prize

BMW HackTheDrive Hackhaton, San Francisco, California

Our team won the sponsor prize for the best use of Zendrive technology in addition to classifying among the finalists of the competition.

TALKS

AI & Design

Web à Québec 2017, Québec, Canada.

[In my most recent talk](#), I explore upcoming applications of AI and how they will transform the role of designers in the upcoming years.

The New UI

Web à Québec 2016, Québec, Canada.

In [this talk](#), I explain how upcoming technologies such as AI, VR and EEG will eventually change the design landscape and what designer need to do to remain relevant.

Motion Web Design: Animation Serving UX

Web à Québec 2015, Québec, Canada.

Beyond being visually interesting, good animation can also have an enormous impact on UX. [This talk](#) explore, among other things, how animation can be used to improve usability, aesthetics and help to create an emotional connection with the user.

Ethnography Applied to Design

Tout le monde UX 2014, Québec, Canada

My colleagues and I present various methods learned from social sciences and how they can were used in our award-winning projet to gather valuable user data and insights.

PUBLICATIONS

[AI and The End of Truth](#), Venture Beat, Feb 9, 2017

[Our Self-Flying Car Future](#), Tech Crunch, Dec 23, 2016

[The Unintended Ways Self-Driving Cars will Change our Lives](#),

Tech Crunch, Oct 31, 2016

[No UI is the New UI](#), Tech Crunch, Nov 11, 2015

Thought piece on AI, the raise of conversational apps and what it means for designers. The article was among the most popular article of the month on both TC and [Medium](#).