Rémy Bonté-Duval

Front-End Engineer | UX Engineer

Hello, I'm a developer based near Paris, France.
I speak both French 🇫🇷 and English 🇬🇧 / 🇺🇸 .
I love to work with cross-disciplinary teams and happen to have
both programming and design related skills.

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Technologies

HTML, CSS / SCSS, JavaScript
TypeScript
React, Vue, Svelte
Next.js, SvelteKit
Redux / RTK, RTK-Query
Storybook
Cypress, testing-library
GSAP, d3.js, p5.js, Processing
three.js, webGL, glsl (shaders)
and more...

Education

Gobelins, l'école de l'image
2019 - 2021
Master:
Design and Management
of Interactive Innovation,
Technical Lead specialization

2018 - 2019
Bachelor:
Interactive Designer
& Developer

Itecom Art-Design
2012 - 2015
Graphic Design training

Paris I Panthéon-Sorbonne
2008 - 2011
Licence in Visual Arts

2008
High School Diploma
in Sciences

Experience

design
dev

2021 - Today
Prose • *Custom-made cosmetics*
Web Front-End Engineer
Write and maintain UI components, features and tests for both the
e-commerce website and the internal tools • migrate code: introduce
types (TS) and better state-management, extract business logic, move
from CSR to SSR • create and animate workshops • facilitate discussions
and emphasis on Design System topics (e.g. components and processes,
both on dev and design sides)

2020 - 2021
AFP (Agence France Presse) • *International journalism agency*
Web Front-End Engineer
Data visualizations • video editing tools for journalists (GUI for using
FFMPEG in the browser) • server-side generated images •
3D cartography in the browser • UX design

2018 - 2020
Belle Époque • *Web dev agency*
Web Front-End Engineer
Front-end development for B2C and B2B showcase websites, from regular
UI components to highly-interactive experiences (webGL)

2017 - 2018
Arte, ONF-NFB • *Very very shorts: Flipfly - an interactive experience in the
browser (mobile)*
Co-author | Designer | Illustrator
Prototyping using Javascript and ThreeJs (webGL) • interaction design •
graphic design • illustration (equirectangular projection images)

2017 - 2018   KLI • *Event agency*
2014 - 2016   Memory • *Creative agency*
2013 - 2014   Primo&Primo • *Graphic design studio*
Graphic Designer | Illustrator

Additional experience in...

Interaction design, UX design, accessibility, Design Systems, functional
programming, front-end architecture, state-management, code maintainability,
CI/CD, end-to-end tests, unit tests, web performance, SSR, webassembly (wasm),
prototyping, metaprogramming (codemods), graphics programming (shaders,
real-time 2D and 3D), generative design (creative coding), UI design, motion
design, data visualization, cartography, programmatic video editing (ffmpeg)...