Théo Richard

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WORK EXPERIENCE

Onfido, London (UK)

Senior Product Designer
Mar 2021 → Present
- Led the design of a new scan product for identity document, using on-device ML models to simplify and automate the scan. Will be shipped soon, expected to significantly increase the speed and rate of user conversion.
- Led the design and shipped a new product to scan the NFC chip in identity documents. Increased the NFC read rate from 42% to 85% and the user approve rate by 12.5%.
- Led the design and shipped Motion, a new face scan product that is easier to use, fully automated, and better against fraud. Adopted by 500+ customers (Deliveroo, Revolut) and used by 5 millions of people monthly with a clear rate of 97%.
- Studio, Motion and identity document products heavily contributed to the acquisition of Onfido by Entrust in 2024 for $650 million.

Product Designer
Jan 2019 → Mar 2021
- Designed the vision and shipped the V1 of Studio, a code-free tool for customers to configure and optimise their identity verification workflows. Now adopted by 170+ customers and used for 15% of identity verification verifications.
- Designed and shipped key features for Onfido's Customer Dashboard including identity checks and reports, client support, dev tools, and analytics.

FITCH, London (UK)

AR/VR UX Design Intern
May 2018 → Oct 2018
- Designed and launched in-store Augmented Reality experiences using 2D and 3D recognition for Adidas. Displayed in 70 stores across 22 countries.
- Designed interaction patterns and templates for navigating retail stores in Virtual Reality.
- Designed an internal Augmented Reality app to showcase the technology and enhance project presentations for prospects.

Brooklyn Digital Foundry, New York (US)

Interaction Design Intern
Aug 2016 → Jan 2017
- Designed and prototyped and internal app to book meeting rooms.
- Designed brand identities, motion design graphics and ads for a school of cinema and an architecture firm.
- Designed a set of icons for the tool of a lighting company.

Swimmingpool, Nantes (FR)

Interaction Design Intern
Jul 2015 → Oct 2015
- Designed and launched an internal website for an internet security company.
- Designed brand identities, websites and motion design graphics for a software editor company.
- Designed logos, sets of icons and graphics for software and hardware clients.

EDUCATION

L'École de Design Nantes Atlantique, Nantes (FR)

Master's Degree in Immersive UX Design
2016 → 2018

Bachelor's Degree in Interaction Design
2013 → 2016

Arts et Métiers Paristech, Laval (FR)

Master's Degree in Virtual & Innovation Engineering
2017 → 2018

SKILLS

Product Vision & Strategy

Interaction Design (Native & Web)

Visual Design

Design Systems

Design Specs

Accessibility

Prototyping

User Research & Testing

Qualitative & Quantitative Analysis

Competitor Analysis

Sprints & Workshops

Collaboration & Communication

Mentoring

TOOLS

Figma, FigJam
For brainstorming, mapping logic, designing explorations, desining high-fidelity screens and basic prototyping.

Lottie, AfterEffects
For animated UI, animated illustrations and vision design.

Adobe Creative Suite
For any other visual work that can't be achieved by the tools above.

Protopie
For advanced interactive prototyping with native features (camera, haptics, sensors).

Atlassian, Google, Microsoft
Used to various corporate tools for collaborating and documenting my work.

HTML, CSS, JS
Mainly for personal projects and knowledge, which helps collaborating better with engineers.

AI tools
For both personal knowledge and making some design tasks more efficiently (copywriting, data analysis, coding).

3ds Max, Substance 3D Painter, Unity
Mainly for personal 3D projects.

And, of course, Pen & Paper :)

LANGUAGES

French
Native

English
Fluent