

Guillaume David

Product Designer

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Remote across Europe

Work Experience

ZF Group / Product Designer

MAY 2023 – PRESENT, REMOTE

Sole designer on a truck navigation product taken from zero to one in twelve months, on Android native. The problem was minimal cognitive load in a cab where every decision is critical: a narrow feature set, shown contextually rather than made permanently available, at a quality per feature that holds up against navigation sold as a paid subscription.

Owner of the mobile and touch branch of the design system. Thirty components over eighteen months across Figma, Jetpack Compose and embedded React, with governance that works without me in the room: status per runtime, a review verdict, and a recorded deviation from the parent system for every hardware-driven difference.

Function over form, subtractive by default: the road shield outranks the destination name, and a missing instruction beats a confident wrong one. Three months inside the platform team, unblocking an in-cab Linux HMI on hardware built for -40 °C survival, not for rendering.

Moonshot Labs / Freelance Product & UI Designer

OCT 2021 – FEB 2023, REMOTE

Design foundations for four early-stage B2B products: coworking space rental, investor-facing crowdfunding, notarial practice SaaS and a professional furniture marketplace.

Studi / Freelance UI/UX Designer

NOV 2020 – FEB 2023, REMOTE

Mobile and web, starting on UI and moving into UX across the engagement. Interfaces and foundations first, then the decisions upstream of the screens.

Independent / Illustrator & Concept Artist

SEP 2017 – SEP 2020, BRUSSELS/NANTES

Education

Royal Academy of Fine Arts

2014 – 2017, BRUSSELS

Drawing, illustration and concept art.

Université de Tours

2012 – 2013, TOURS

Licence professionnelle, visual communication.

École Brassart

2009 – 2013, TOURS

Visual communication.

Skills

Product: Discovery under constraint • Scoping & prioritisation • Trade-off documentation • Design review • Engineering from day one

Systems: Design tokens • Multi-runtime component governance • Accessibility • Native platform rules across Android, iOS and embedded

Tools: Figma • Specs for Jetpack Compose, React and SwiftUI • AI-assisted prototyping

Languages: French, native • English, fluent and the daily working language