



# VEYRET NICOLAS

## Senior Product Owner & UX/UI Designer,

having collaborated with clients like Google, CBS or Microsoft, and worked for companies such as Webedia, and Ubisoft (Games: Just Dance, Ghost Recon, Assassin's Creed).

Also co-founded Advn, a mobile app and game studio pioneering "remote-first work", part of the first batch of Station F's startups (2017 > 2023 | \$3.5M fundraising | 15 people in 6 countries | 10M+ downloads).

## Contact

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## Education

### HarvardX Certification

Exercing Leadership & Change Management  
2023

### ARCHE Certification

Neuroscience & Psychology for Coaching  
2020 > 2021

### INGEMEDIA Master II Degree

Digital Project Management Product/UX/UI Specialization  
2007 > 2009

## Skills

UX Research & Design

UI & Graphic Design

Project Management

Brand & Product

Business Strategy

Mobile/Web Dev.   
Unity/CSharp/HTML/CSS/JS

## Work Experience

### Product Owner & UX/UI Designer, Neurocognition Consultant

nicolas-veyret.com | 2008 > Today

Dedicated to creating best-in-class digital products & game-changing UX thanks to the latest progress in neuroscience, guiding tech startups and companies by defining and refining their UX, Business, and Change Management strategies, embracing hands-on involvement to ensure successful outcomes.

Clients: Google, CBS, Neoweb, Microsoft, Powder, and Netflix, among others.

### Co-Founder & COO / Product Owner, UX Designer

Advn | 2017 > 2023

Studio foundation, Fundraising (\$3.5M), Project & Team Management.

Part of the first Station F's « Founders Program » batch in 2017.

Chief Operation Officer, Product Owner & User eXperience Designer.

40+ produced apps & games with a total of 10M+ downloads.

### Creative Officer Toornament.com / ESWC

Webedia | 2015 > 2017

User eXperience & User Interface design (Toornament App & .com)

Video Editing, Graphic & Motion design, Live Event Production (ESWC)

Up to 200.000 on-site visitors & 2M+ online viewers.

### Web & App Producer / UX Designer

Ubisoft | 2011 > 2015

User eXperience design, roadmap and creative studio management on several licences: Assassin's Creed, Ghost Recon, Just Dance, The Crew.

Revamp of Ubisoft Club, desktop, tablet & mobile versions: 25M yearly active visitors, +110% visitors, +80% returning visitors.

### Marketing Campaign Manager

CBS Interactive | 2009 > 2011

Webdesign & Web Development - HTML, CSS, Javascript / Flash & Wordpress.

## References

Jérôme ATHIER

Ubisoft / Manager

Matthieu DALLON

Antoine FRANCKART

Webedia / Managers

Alexandre KAYKAC

Advn / Partner

Evelyne MICHAUX

CBS / Manager

Emails & phone numbers on request

Barthélémy KISS

Powder / Client