

# Camille Vachon

## Product Designer

I solve complex problems by crafting powerful user-centered strategies, designing streamlined experiences and shipping quality products that deliver value.

[www.camillevachon.com](http://www.camillevachon.com)

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## Work

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### Product Designer

Twitch.tv | August 2018–present

- Lead design and research for Twitch Extensions
- Define and execute UX strategies for the Viewer, Creator and Developer Experience.
- Collaborate with 5+ Product, Partnership and Marketing teams

### UX Designer

Blizzard Entertainment | June 2015–August 2018

- Principal UX Designer for Blizzard digital store
- Define and present UX strategies to the product teams
- Lead pod teams of UX researchers and UI designers
- Collaborate with 5+ business and engineering teams
- Educate stakeholders and partnering teams on UCD process

### UX Designer

Mindgeek | March 2014–June 2015

- UX Designer and Scrum Master for Mindgeek’s ad serving platform
- Collaborated with business and engineering teams
- Conducted user interviews, usability studies and surveys
- Evangelized UCD and Agile UX throughout the company

### Account Manager

Havas Montreal | March 2012–June 2013

### Web Producer

Big Spaceship | Feb 2011– June 2011

### Web Production Coordinator

BleuBlancRouge | Sept 2009– Nov 2010

## Education

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Digital Arts and Animation Certificate  
Laval University | 2019

UX Design Graduate Program  
INIS | 2013–2014

Web Design Certificate  
Trois-Rivières Cegep | 2012

Journalism  
Jonquière Cegep | 2005–2008

## Skills

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- Design Thinking
- Strategy
- User Research
- User Flows
- Wireframes
- Interaction Design
- Prototyping
- Data Analysis
- Agile Project Management

## Tools

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- Figma | Sketch | InVision | Principle
- Adobe Creative Suite
- Basic HTML | CSS | Javascript
- Google Analytics | Tableau