Bastien Moreau Senior Interaction Designer

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PROFILE SUMMARY

- **Senior Interaction Designer** with **8 years** on expert software, currently designing the operator workspace of a video security platform that control rooms run around the clock.
- Works in **Figma** and **Framer**, builds coded prototypes in **HTML, CSS and JavaScript** for anything keyboard-heavy, and keeps research in **Dovetail**.
- Deep in **keyboard-first interaction**, **alarm and incident flows**, **dense state design** and **screen reader support**, for operators who repeat the same task hundreds of times a shift.
- Partners with 2 product managers, 14 engineers and the UX research team, and joins customer site visits to watch operators at work.
- Mentors **2 interaction designers** and runs the weekly interaction critique for the Security Center design team.

TECHNICAL SKILLS

Prototyping & Design Tools:	Figma, Framer, ProtoPie, Figma Variables
Motion & Animation Tools:	After Effects, Easing curves, Spring animations
Flow Mapping & Information Architecture:	User flows, Journey maps, Miro, Tree testing
Usability Research Tools:	Lookback, Dovetail, UserTesting, System Usability Scale
Accessibility & Assistive Tech:	WCAG 2.2 AA, WAI-ARIA, NVDA, VoiceOver, axe DevTools
Platform Guidelines & Front-End:	HTML, CSS, JavaScript, Material 3
Handoff & Product Analytics:	Figma Dev Mode, Storybook, Jira, Pendo

EDUCATION

Concordia University — **B.F.A. in Design and Computation Arts** — Montreal, QC · Sep 2014 to May 2018

WORK EXPERIENCE

Genetec — **Senior Interaction Designer** — Montreal, QC · Feb 2021 to Present

- Mapped the alarm handling flow in Security Center from first alert to incident report, covering escalation, false alarms and shift handover, and cut the steps to close a routine alarm from **11 to 6**.
- Designed the keyboard shortcut set and CCTV joystick mapping for the live video workspace, now used for **62%** of camera actions by operators past their first month.
- Redesigned the camera tile states (live, recording, offline, tampered, privacy-masked) for video walls of up to 64 feeds, cutting missed offline cameras in operator tests by **48%**.
- Ran task-time studies with 26 control room operators, on site and remote, and brought median time to acknowledge an alarm from **14 seconds down to 6**.
- Reworked focus order and NVDA announcements across the incident report form, closing **35** findings from a WCAG 2.2 AA audit for a government customer.

Element AI — **Interaction Designer** — Montreal, QC · May 2018 to Jan 2021

- Built coded prototypes for **20+** model training and evaluation concepts in HTML, CSS and JavaScript, which became the team's standard way to test complex interactions.
- Wrote the motion spec for drill-downs in the model comparison tool, **14 transitions** with durations and easing that engineers built without a follow-up meeting.
- Handed off the experiment dashboard with state diagrams and acceptance criteria, cutting interaction bugs found in QA from about 30 a release to **12**.