Claudine Daumur

Lead Product Designer

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claudinedaumur

Lead Product Designer with a strong focus on craft and visual quality. Experienced in scaling B2B and B2C platforms, leading design across cross-functional teams, and contributing to brand identity.

EXPERIENCE

Lead Product Designer

The Block (Remote)

- Lead end-to-end design across B2B & B2C products and marketing sites.
- Drove high-velocity design on Campus (B2B e-learning), ~25 features/year, full ownership.
- Collaborate closely with PMs and engineers throughout implementation.
- Initiate and maintain the design system; create and document reusable components.
- Conduct Visual QA to ensure accuracy and adherence to brand guidelines.
- Contribute to product strategy and feature prioritisation.
- Produce visual assets for high-profile events and campaigns (e.g. Paris Blockchain Week).

February 2024 - Present

Design Lead

iExec (Remote)

- Led product and brand design from concept to implementation.
- Collaborated with cross-functional teams (PM, developers, marketing, stakeholders).
- Designed and prototyped responsive web interfaces in Figma.
- Built and managed the design system.
- Conducted user research, interviews, and A/B testing.
- Led a full rebranding as Artistic Director, across social media, print, and events.
- Built and led a team of creatives (UX/UI designer, visual designer, illustrator, front-end engineer).

December 2020 - February 2024

UX/UI Design Teacher

CareerFoundry (Remote)

January 2020 - December 2020

Creative Project Manager

Independent Art Fair (NYC & Brussels), Jewish Museum of Belgium, Musée des Confluences (Lyon)

- Managed logistics and budgets for large-scale events in tech and art.
- Liaised between artists and stakeholders; created design mockups and communication materials.

April 2016 - August 2020

Visual Designer

C. Bastide Gallery (Brussels), E. Dee Gallery (NYC), Textile Arts Museum (Lyon), Artaé (Lyon)

- Built brand identity across web and print, collaborating with cross-functional teams.
- Developed web content (HTML, CSS, Bootstrap, WordPress); created press and artist materials.

July 2012 - November 2015

EDUCATION

User Experience & User Interface Design

2019 - Ironhack Amsterdam

Bachelor & Master In Humanities

Art, Project Management & Anthropology

2010-2015 - Univ. Lyon 2 & Univ. Montpellier 3

DUT SRC

2-year degree in web development, visual design & marketing

2008-2010 - Univ. Blaise Pascal

INTERESTS

Waacking & electro dance: moving like nobody's watching.

Analog photography: the thrill of not having an undo button.

Hiking & rockhounding: fresh air, eyes sharp and pockets full of rocks.