Maxence Mauduit Chief Design Officer at buzzvil

EXPERIENCE

Head of Design > CDO (2022) buzzvil (current)

Nov 2014 - Present · +8 years, Seoul

Throughout the extensive journey that brought Buzzvil closer to an IPO, I've effectively orchestrated the development of our design strategy to foster our business growth and expansion. Direct guidance from CEOs has allowed me to establish a robust bridge between Design and Business, consistently pursuing

enhanced business outcomes through UX improvements. In this pursuit, I've honed my ability to engage with a diverse range of individuals, including end-users, partners, fellow designers, and anyone interacting with our designs (DAs, PMs, developers, etc.). I aspire to excel as a catalyst for growth, leading by example and empowering my team members through coaching and mentorship.

Product Team Lead

buzzvil

Jan 2021 - Sep 2022 · +1 year, Seoul

I initiated and led several cross-functional teams during my tenure as a Product Manager.

The initial team was responsible for our supply products, with App publishers as our primary clientele. This marked my first exposure to second-degree management.

In the past year, I transitioned this substantial responsibility to another Product Manager and embarked on a new mission aimed at identifying the challenges faced by our upcoming customers and formulating optimal solutions to address them.

Product Owner

buzzvil

Sep 2018 - Dec 2020 · +2 years, Seoul

I've had 3 different experiences as a PO. I could learn to work closely with engineers, manage product roadmaps, and facilitate teams (scrum master, OKRs setup, retrospective workshops, etc.).



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Industry Knowledge

Product & Design strategy Product Design leadership Interaction Design specialty Design system / Design ops Coaching, Mentoring, Agile Product roadmap & KPIs Product discovery & delivery

Tools & Technologies

Figma, Framer, Zeroheight, Protopie, Maze, Google Analytics, Firebase (Hosting, Analytics), GitHub, C4D, Adobe Suite, Jira, Confluence.

Other Skills

Web (HTML, CSS, basic JS) Hugo / Jekyll frameworks

Languages

French (native) English (professional) Korean (survival kit)

Social

<u>mmaxence.me</u> <u>linkedin.com/in/mmaxence</u> <u>mmaxence.medium.com</u>

Service & UX Design lead

CMS Group (formerly 3S Informatique) Mar 2011 - Apr 2014 · 3 years, Paris I learned to manage myself and to work with engineers. I built my first UI framework (using bootstrap as a base) and published my first research publication at IASDR Tokyo Conference.

EDUCATION

Research Master in Virtual Engineering & Innovation ENSAM (Ecole Nationale Supérieure des Arts & Métiers) 2009 - 2010, Laval - France

Master in Interaction Design EDNA (Ecole de Design Nantes Atlantique) 2005 - 2010, Nantes - France