Louis-Jean Teitelbaum

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beta.gouv.fr
2021-*present*

Product discovery and prototyping

Coached public agents on researching and prototyping concepts around
sustainable construction, participative democracy and flood risk management.

Gobelins
2020-2022

Co-head of graduate program in digital design

Wrote the syllabus and recruited the teachers for a co-op class of developers and designers.
Coached students with an emphasis on self-directed learning, taught design methods, organized game jams.

Samsung
2020-2021

Product discovery and creative coding

Prototyped a custom UI for home tablets that responds to voice, music and movement
(contract work with Ronan & Erwan Bouroullec Design).

Fjord Paris
2015–2019

Selling, shaping, leading and delivering design projects

Design director (*corporate transformation with clients in IT, banking, construction*)

– Recruited and mentored designers. Put in place a process for continuous learning in the studio.
– Wrote the studio's methodology around designing for employee experience. Planned, sold and led multiple
engagements around employee experience, growing one account from zero to over €1M in a year.

Service design lead (*product discovery and delivery with clients in retail, energy, employment*)

– Built and tested live prototypes for street terminals, checkout lines, digital receipts and more.
– Planned and conducted field research across industries and geographies (Europe, North America).
– Planned and facilitated ideation and alignment workshops.
– Grew the technology team in the Paris studio from one person to seven people.

Creative technologist (*product delivery*)

– Designed the interfaces and processes of retail tools for a major French customer bank.
– Architected and developed a web app for back office traders, for another major banking client.
– Designed and developed (with Rails) an internal platform for large scale ideation and polling.

Microcultures
2010-2012

Co-founder of a crowdfunding business

– Designed and developped a music crowdfunding and commerce site.
– Art-directed each project page with custom designs and rich animations.

Freelancer
2008–*present*

Various projects as designer, developer, lead and facilitator

– Designed and developed a photo and project management Ruby on Rails app (for a luxury brand).
– Developed tie-in sites for museum exhibitions in Paris (with RMN Grand-Palais).
– Developed and pushlished puzzle game app for the Paris cinema museum (the Forum des Images)
– Coached intrapreneur teams in the automobile and energy sectors.

Teacher
2010–*present*

Lectures on interactive design, user research, prototyping and development

Taught classes and led workshops at ENSCI Les Ateliers, Gobelins, EFAP, Laptop,
Telecom ParisTech and École des Mines de Paris.

Education

Telecom ParisTech 2008-2013
Research engineer and PhD student
PhD work on the history of computer interfaces.

ENS de Lyon + EHESS 2002-2008
B.A. and M.A. in Philosophy
M.A. in History and sociology of science and technology

Skills

Fluent in French and English.

Front-end web
Modern HTML, CSS, JavaScript and TypeScript.
Familiar with React, Vue and Svelte.

Back-end web
Web app construction with Node.js, Ruby on Rails and PHP.
Linux server administration.

Native apps
Mac and iOS development in Swift.

Design tools
Figma, Sketch, Illustrator, Photoshop, Final Cut Pro.