

Antoine Ponsard

UX Designer @ PDFTron Systems Inc.

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Experience

- March 2016 – present **PDFTron** (Vancouver, Canada) **UX Designer**
Xodo is cross-platform app for reading, annotating, and collaborating on documents. It has millions of users and a 4.7 rating in the Google PlayStore.
I am in charge of researching and designing the user experience of Xodo on web and mobile. Since I joined the company, I led the design of a brand new version of the app (in beta now), which significantly expands its collaboration capabilities. I tackled a wide range of challenges, from product direction to user flows, wireframes, and prototyping.
- Apr. – Aug. 2013 **Inria** (Saclay, France) **HCI Research Intern**
National Institute for Research in CS and Control. 3,500 researchers, 230M€ budget.
Imagined new interactive representations of videos to support multi-scale exploration. Designed and implemented prototypes on a giant wall-sized display to "lay out time in space", i.e. reduce the temporal dimension of videos by projecting it on a large 2D surface.
- Jul. – Aug. 2012 **VirtuOz Inc.** (Emeryville, California) **Software Developer Intern**
VirtuOz was a leader in Intelligent Virtual Agents – acquired in 2013 by Nuance Communications.
Developed a Sentiment Analysis classifier to evaluate the polarity of user sentences.

Education

- 2013 – 2015 **University of British Columbia** (Vancouver) **MSc in CS, specialization HCI**
GPA 4.0
◦ Thesis: Redesigned settings panels to make software customization easier. Our *customization layer* brings settings directly in the context of the application interface, which led to a 35% speedup for finding and changing settings in a real-world application. (*CHI 2016 Paper, Honorable Mention*)
◦ Designed and evaluated ephemeral visual effects, to improve icon selection on smartphones. Demonstrated that it helps users find and launch apps 8-10% faster. (*Graphics Interfaces 2015 paper*)
◦ PaperQuest: a visualization tool to support literature review. A custom recommendation algorithm finds and sorts relevant papers based on a variety of metrics. (*CHI 2016 Extended Abstract*)
- 2010 – 2013 **École polytechnique** (Paris, 3% acceptance rate) **Diplôme d'Ingénieur (eq. MSc)**
GPA 3.98
40,000€ scholarship. A one-year team project building a drone with image processing capabilities.
- 2008 – 2010 **Lycée Sainte Geneviève** (Versailles)
GPA 3.96
Intensive preparation for the national entrance exams to the French *Grandes Écoles*.

Skills

UX	Methods	Contextual inquiry, persona, user flows, wireframes, prototyping, usability testing
	Tools	Sketch, InVision, Marvel, Zeplin, Tableau
Programming	Languages	JavaScript HTML CSS R Java
	Frameworks	Angular.js d3.js Vue.js Bootstrap

Personal

- Volunteering GEPPM, an equal opportunity program in France. GIRLsmarts, an outreach program at UBC. Councilor at UBC Graduate Student Society, and CS Department Tea czar (!)