

Antoine Ponsard

I am a programmer and UX designer with extensive experience building working prototypes with modern technologies for early feedback & testing.

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Work Experience

- March 2016 – present **PDFTron** (Vancouver, Canada) **UX Designer**
Xodo is a cross-platform app for reading, annotating, & collaborating on documents. 5M+ downloads, 4.7/5 stars
Led a complete redesign of the app to make it a collaboration platform (in beta now).
Implemented interactive prototypes in Vue.js & React to explore and validate challenging UIs.
Produced user flows, wireframes, and mockups for mobile and web. Took part in product direction and roadmap.
- Apr. – Aug. 2013 **Inria** (Saclay, France) **HCI Research Intern**
National Institute for Research in CS and Control. 3,500 researchers, 230M€ budget.
Invented a new interactive representation of videos to support exploration of temporal data.
Implemented node.js prototypes on a cluster of 32 computers controlling a wall-sized display.
- Jul. – Aug. 2012 **VirtuOz Inc.** (Emeryville, California) **Software Developer Intern**
VirtuOz was a leader in Intelligent Virtual Agents—acquired in 2013 by Nuance Communications.
Created a Sentiment Analysis classifier to detect negative emotions in conversations with a chatbot.

Education

- 2013 – 2015 **University of British Columbia** (Vancouver) **MSc in Computer Science**
GPA 4.0
Classes in AI, Human-Computer Interaction, Information Visualization. 1.5-year Research Assistantship.
Wrote several prototype applications used in work that was later published.
- 2008 – 2013 **École polytechnique** + prépa (Paris, 3% acceptance rate) **Engineering Degree (eq. MSc)**
GPA 3.98
40,000€ scholarship. A one-year team project building a drone with image processing capabilities.

Select Projects

- Anchored Customization** Redesigned settings panels to make software customization easier. **CHI 2016 Paper, Honorable Mention**
Reverse-engineered a third-party app to add a *customization layer*, which overlays settings directly on top of the application interface. Ran a remote A/B study demonstrating a 35% speedup for finding and changing settings.
- Twist & Pulse** Designed visual effects to improve icon selection on smartphones. **Graphics Interfaces 2015 Paper**
Implemented an Android home screen prototype that helped users find & launch apps 8-10% faster.
- PaperQuest** Developed a new visualization tool in d3.js to support literature review. **CHI 2016 Extended Abstract**
Implemented a custom recommendation algorithm to find & sort relevant papers based on a variety of metrics.

Skills

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

Personal

Volunteering GEPPM, an equal opportunity program in France. GIRLsmarts, a Computer Science outreach program at UBC.