

Beauchesne Antoine

UX Engineer

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PROFESSIONAL SUMMARY

User-centred UX Engineer and Innovation Advisor with 5+ years of experience delivering intuitive digital products, VR/AR training tools, interactive simulations, and clinical-environment innovations. Skilled in UX research, rapid prototyping, front-end development, user testing, and interdisciplinary collaboration. Known for transforming complex workflows into scalable, accessible solutions. Strong background in Unity, C#, design systems, and co-creation methodologies.

EXPERIENCE

Innovation and Design Advisor

CIUSSS West-Central Montreal

April 2023 - Present

- Lead end-to-end UX research, co-creation, prototyping, and implementation for healthcare innovation initiatives across clinical environments.
- Conduct field research to identify workflow pain points and design user-centred solutions integrated into care operations.
- Delivered 10+ deployed products, including Braver Transfert de Thérapie (award-winning) and Info-Santé Navig (reduced 811 wait times by 76%; increased call response by 30%).
- Facilitate collaboration between clinical teams, operational specialists, and leadership using structured UX methodologies.
- Drive adoption and long-term sustainability of solutions through iterative testing, training, and workflow alignment.

UX Engineer

Concordia University

September 2020 - April 2023

- Designed, tested, and iterated a modular HUD interface for a procedural-generation research game.
- Completed five major UI/UX iterations using user testing, design heuristics, and technical constraints.
- Programmed all interface systems in Unity & C#.
- Collaborated with a multidisciplinary team (artists, narrative designers, engineers).
- Improved player comprehension, navigation, and narrative discovery in an emergent storytelling environment.

VR Developer

Hydro-Québec

June 2019 - January 2020

- Served as lead VR developer tasked with rebuilding a non-functional external-vendor training simulation.
- Re-engineered the entire VR experience in Unity, improving performance, usability, and realism.
- Collaborated with field experts to translate technical procedures into interactive training modules.
- Managed scripting, UX flow, asset creation, and 3D integration (Blender, Adobe Suite).
- Delivered a polished, user-friendly VR training tool tailored to first-time VR users.

Multimedia Integrator

Intact Assurance

March 2018 - December 2018

- Produced 2D/3D assets and interactive training modules for staff and clients.
- Created animated environments, disaster simulations, and immersive learning content.
- Developed 50+ brand identity assets to support scenario realism.
- Worked with Adobe Suite, Blender, and Unity to build multimedia learning experiences.

Web Developer

Freelance

June 2017 - August 2018

- Delivered two bilingual (FR/EN) modern websites for small businesses and community organizations.
- Managed full project lifecycle: requirements, UX mock-ups, development, SEO, testing, deployment.
- Built responsive sites using HTML, CSS, JavaScript, jQuery, WordPress.
- Implemented HTTPS, GitHub version control, and basic SEO optimization.

EDUCATION

Master of Design (MDes), Design and Computation Arts

Concordia University

September 2020 - March 2023

DEC-BAC Video Games Creation (Software Integration Profile)

Université du Québec en Abitibi-Témiscamingue (UQAT)

September 2018 - May 2020

DEC Technique d'Intégration Multimédia (TIM)

Collège de Maisonneuve

August 2015 - May 2018

TECHNICAL SKILLS

Collaboration

GitHub

Microsoft 365

Slack

Jira

Miro

Trello

Design

3ds Max

Affinity Suite

Figma

Adobe Suite

Blender

Maya

Languages

C#

JavaScript

Python

Tech

Godot

Unreal Engine

WordPress

Unity

MR/AR/VR Systems

LANGUAGES

French (Native)

English (Bilingual Proficiency)