

NASSIM EL KHANTOUR

DESIGN ENGINEER

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Portfolio | GitHub | LinkedIn

PROFESSIONAL SUMMARY

Design Engineer with 7+ years of international experience across web production and live visual performance, merging 3D engineering with brand/motion design. Now applying that depth to complex B2B systems, conversion-driven B2C platforms, and AI-driven enterprise UX. Skilled at solving cross-functional challenges and turning business needs into scalable, sustainable digital solutions. Deep expertise in design systems and 3D technical interaction, backed by hands-on software engineering.

SKILLS

AI & UX: Usability testing, gamification strategy, prototyping, Python, Google Analytics 4, Claude, prompt design.

Design: Adobe Creative Cloud, Figma, WCAG accessibility, design tokens.

3D Graphics: C/C++, Unity/C#, Blender, ZBrush, WebGL, WebGPU, Data-Oriented Design.

Web Development: React, TypeScript, HTML/CSS.

Collaboration: Business strategy, mentorship, stakeholder management, cross-functional documentation, GitHub, Git.

WORK EXPERIENCE

Design Engineer — Akacia • Taoyuan, Taiwan — Mar 2026 – Present

- Built a WebGPU 3D engine, cutting AO ray tracing **from 11.2ms to 1.5ms (7.5x)** via AABB filtering. (C/C++, WASM)
- Developed a CLI to benchmark AI translation APIs, proving a backend translation **time cut from 3min to 30s.** (Node.js)
- **Reduced plugin initial fetch time from 12s to 89ms (135x)** via async loading and cache optimization. (React, TypeScript)

Senior UI/UX Designer — Akacia • Taoyuan, Taiwan — Feb 2024 – Mar 2026

- Managed usability testing, **improving PageSpeed Insights' performance by 90% and accessibility by 5%.**
- Led design and maintenance of a cross-device design system, **reducing project setup time from 1h to 15min.**
- Conducted research and design strategies across B2B semiconductor, logistics, and biopharma, supporting 10+ projects.

Lead Designer — Redbox Media • Montreal, Canada — Mar 2023 – Feb 2024

- Led 1 designer and 2 developers to launch new e-commerce features, **driving 4K+ leads and 500+ visits** via a viral contest**.**
- Supervised 2 designers, 1 intern, and mentored 1 junior developer, improving guideline adherence and reducing rework.

Brand & Multimedia Designer — Redbox Media • Montreal, Canada — Feb 2022 – Mar 2023

- Animated B2C marketing collateral (Google, Meta, TikTok) for a campaign that drove **600K+ sales and 2M+ site visitors.**
- Designed 6 brand identities, from logo to showreels and brand guidelines, across ESG, architecture, healthcare, and events.
- Built 3 WebGL 3D experiences, including a pool configurator **licensed to 6 sub-vendors.** (React, Three.js, Blender, Maya)

Multimedia Designer & Front-End Developer — Freelance • Strasbourg, France — Jun 2020 – Feb 2022

- Developed a Google Chrome extension to support Mandarin learning, **reaching 200+ users.** (React, TypeScript)
- Art-directed and animated an **award-winning music video**, reaching 5K+ views. (Blender, ZBrush, After Effects)

Live Technical Designer — Freelance • Nancy, France — Sep 2016 – Jun 2020

- Led video-mapping installations for **12 immersive live performances**, collaborating with DJs and lighting/sound engineers.
- Synchronized real-time audiovisual pipelines across **up to 3 physical surfaces.** (C#, Python, Unity, TouchDesigner)

EDUCATION & CERTIFICATION

Master's Degree in Digital Art — ENSAD • Nancy, France — 2015 – 2020

International Exchange Program in Game Design & Development — IUP • Indiana (PA), USA — 2018 – 2019