

NASSIM EL KHANTOUR

UX ENGINEER

Taoyuan, Taiwan | P: +886 921 069 089 | nassim.elkhantour@gmail.com | [Portfolio](#) | [LinkedIn](#)

PROFESSIONAL SUMMARY

UX Engineer with 7+ years of international experience building complex B2B systems, conversion-driven B2C platforms, AI-driven backend tools for enterprises, and 3D immersive experiences. Skilled at solving cross-functional challenges with a business-oriented mindset, translating technical constraints into stakeholder-aligned decisions, and turning business needs into scalable, sustainable digital solutions. Deep expertise in design systems and 3D technical interaction, backed by hands-on software engineering proficiency.

SKILLS

3D Graphics: C, C++, C#, Unity, Blender, Maya, ZBrush, Substance Painter, WebGL, WebGPU.

Web: React, TypeScript, JavaScript, HTML, CSS, Webpack.

Multimedia Design: After Effects, Premiere Pro, Photoshop, Illustrator, InDesign, Figma, DaVinci Resolve, Logic Pro X.

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

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

WORK EXPERIENCE

UX Engineer — Akacia Co. Ltd. • Taoyuan, Taiwan

Feb 2024 – Present

- Developed tools to support internal operations, reducing design system adjustment time by 60% and reaching 2,000+ users.
- Led design and maintenance of a cross-device design system and guidelines, reducing project setup time by 83%.
- Managed usability testing from problem analysis to data insights, improving accessibility and performance scores by 48%.
- Implemented a WebGPU 3D engine using data-oriented architecture, speeding up mesh loading time by 48% and AO baking time by 87%. (C, C++, WASM)
- Conducted research and defined design strategies across multiple B2B industries, supporting 10+ project deliveries.

Lead Designer — Redbox Media • Montreal, Canada

Mar 2023 – Feb 2024

- Coordinated teams to deliver new e-commerce features, generating 4,000+ qualified leads and reaching 500+ users.
- Collaborated across teams to revise production briefs, addressing pain points and improving internal project delivery.
- Supervised junior designers and interns, improving adherence to guidelines and reducing rework by 30%.

Brand & Multimedia Designer — Redbox Media • Montreal, Canada

Feb 2022 – Mar 2023

- Animated 100+ marketing assets for B2C omnichannel campaigns, including Google Ads, Meta, and TikTok.
- Built 6 comprehensive brand identities from logo to pitch decks and brand guidelines.
- Developed 3 advanced interactive web experiences using 3D WebGL, driving website engagement. (ThreeJS)

Web Designer & Front-End Developer — Freelance • Strasbourg, France

Jun 2020 – Feb 2022

- Designed and developed a Google Chrome extension to support Mandarin learning, reaching 180+ users. (React, TypeScript)
- Designed and developed a web platform archiving cinematographic content reaching 7.7K users. (React, PHP)
- Produced art direction, animation, and compositing for a short film awarded first place and reaching 4,800+ views.

Real-Time Technical Artist — Freelance • Nancy, France

Sep 2016 – Jun 2020

- Led spatial scenography for collaborative immersive live video-mapping installations welcoming 100+ attendees.
- Developed interactive audiovisual pipelines for 10+ real-time performances. (Unity, Blender, Resolume, TouchDesigner)

EDUCATION & CERTIFICATION

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

2015 – 2020

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

2018 – 2019