



Christian Égéa | Design Leader | Copenhagen, Denmark

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Experience

Senior Manager, Experience Design

SimCorp • Copenhagen, Denmark • June 2024–Present

Lead Experience Design as a shared horizontal capability across SimCorp's product portfolio for institutional asset managers.

- Developed “One Ecosystem, Two Spaces” strategic framework (2021–2024) that anticipated SimCorp's eventual “SimCorp One” platform positioning announced by CEO April 2024; framework validated by VP Engineering as aligned with market direction.
- Proactively engaged CMO and marketing leadership on strategic branding decisions; shared ecosystem framework during company-wide positioning discussions (February–March 2024).
- Built framework collaboratively with Marketing, Revenue, and Engineering leadership through PowerPoint comment threads documenting genuine cross-functional co-creation.
- Initiated SimCorp's unified design practice; helped grow team from 4 to 14 designers while establishing design culture and methodologies.
- Spearheaded Design System from grassroots effort to platform-wide standard, enabling consistency across product portfolio.
- Prototypes regularly tested with real users and presented by executives to customers and prospects at industry and company events, sometimes with hundreds of participants; my work has directly contributed to winning major client deals through design quality and strategic positioning.

Experience Design Team Lead

SimCorp • Copenhagen, Denmark • June 2019–June 2024

Lead UX Designer

SimCorp • Copenhagen, Denmark • August 2018–June 2019

Design Strategist

Topp Design & Innovation • Malmö, Sweden • February 2018–July 2018

- Design strategy consulting for international clients, including Samsung, Toyota, and E-On.

Principal

People Innovate (self-employed) • Copenhagen, Denmark • July 2016–February 2018

Lead Designer & Design Manager

Stanford Health Care • Palo Alto, California • January 2014–June 2016

- Differentiated Stanford’s Epic EHR patient portal (MyHealth) through design leadership, transforming commodity experience into a distinctive Stanford-branded digital healthcare platform.
- Established continuous research practice with 30+ patients over 2.5 years, embedding actual patient voices in all design decisions through generative interviews, usability testing, and help desk validation.
- Built 700+ screen prototyping infrastructure with systematic organization (x-, y-, a-, d-, b-, z- flow prefixes) and embedded documentation linking prototypes to JIRA stories, eliminating design-to-engineering handoff gap.
- Created 20+ home screen variants addressing real data conditions (welcome, loading, error states, mobile scenarios) beyond “happy path” design, ensuring comprehensive state coverage for production implementation.
- Pioneered Digital Design Language (2DL) with SASS-integrated style guide in 2014–2015, establishing design systems practice before industry standardization; included color palette, typography scale, 158 icons, and component patterns.
- Hired and mentored 2 designers while establishing research methodologies and cross-functional collaboration model integrating Strategy, Design, Technology, and Patient perspectives.
- VP of Customer Success: “one of the highlights of my time at Stanford Healthcare.”

Senior Interaction Designer

frog • Austin, Texas & San Francisco, California • September 2010–October 2013

- Collaborated with major clients like Disney, HP, AT&T.

Lead Designer & Project Manager

Attoma • Paris, France • October 2007–July 2010

- Designed Thales Hypervisor security surveillance system for operators working 6-hour shifts under extreme cognitive load in life-threatening situations; shifted from showing all information simultaneously to right information at right time.
- Jointly awarded Étoile du Design (October 2009) by APCI for Thales Hypervisor; commercially launched March 2009, presented at Paris Bourget Air Show, generated unexpected smart city interest from Mexico City, Hong Kong, São Paulo.
- Created modular parking kiosk system (Parkeon Orbit) reducing complex 40-country deployment architecture to three essential questions (who, what, how); two-phase international usability testing across France, USA, Netherlands.
- Designed systematic cartography system for RATP bus strategy enabling consistent mapmaking, knowledge preservation, and delegation to non-GIS experts; maps progressively compound in value through standardized information architecture.

Independent Interaction Designer & Project Manager

Paris, France • June 2004–October 2007

Writer, Translator & Project Manager

Ubiquis • Paris, France • September 1997–September 2000

Business English Language Instructor

Le Français Immédiat • Paris, France • 1997–1999

Education

DSAD (MFA equivalent) in Visual Communication & Information Design

École Supérieure des Arts Décoratifs de Strasbourg • 1999–2004

TESOL Teaching Certificate

American University of Paris • 1996–1997

BA in Philosophy & International Relations, *magna cum laude*

American University of Paris • 1993–1996

International Relations

Brigham Young University • 1992–1993

Skills & Expertise

Strategic Design

Design strategy, service design, experience ecosystem mapping, design systems (production, operations, and governance), design research, team and stakeholder coordination and co-creation.

Methods

User research, journey mapping, service blueprinting, workshop facilitation, prototyping (wireframes to working code), design systems.

Languages

English (native), French (native), Danish (basic).