

@loryhuz

Hi! I'm a creative mind with a background in engineering & design. I blend tech, data, and design to transform ideas in successful products.

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Paris, France

LAST EXPERIENCES

Co-Founder & Lead Product @Wizz

JAN 2020 - PRESENT, PARIS

Drive vision, strategy and features in a small team and fast-paced environment. Wizz is the leading social app that tackles loneliness problem.

Achievements;

- Generated \$2M/month in revenue through monetization features.
- Achieved a 70% D1 / 35% D7 retention rate (+40% increase since MVP).
- Reached 1M DAU and ranked first in the US/UK App Store for weeks.

Fullstack Product Engineer @Voodoo (Lab)

SEPT 2018 - JAN 2021, PARIS

Worked in a diversification business unit aiming at launching mass-market apps. Engineers had full ownership of the products, so I was involved in strategy, design, tech and even marketing, including user acquisition (UA).

Achievements;

- Shipped +10 MVPs involving news, social and gaming.
- Launched new vertical and projects after presenting them to the CEO.
- Converted one of the successful MVPs (Wizz) into a company.

iOS Product Engineer @BabySittor

OCT 2016 - SEPT 2018, PARIS

In charge of Apple projects:

- A brand new iOS app, awarded in the *best of App Store* in 2017.
- Designed and developed an iWatch app and several Apple Widgets.
- Created a SDK that allowed multiple projects to share the same APIs.

Lead Mobile @Rad

SEPT 2015 - OCT 2016, PARIS

Launched an application from scratch without designers. Reached 100K MAU in France. Then started to lead a mobile team to drive Android, and handling mobile webservices (XML / Magento).

EDUCATION

Gobelins Paris

Interactive design with engineering option - internship.

2013 - 2015

IUT Blois

University bachelor of multimedia & internet professions.

2011 - 2013

Lycée Grandmont

Science & Engineering baccalaureate with great honours.

2011 - 2009

SKILLS

Design: Strategy & vision presentations • Define KPIs • User Flows • Concept Sketches • Wireframe and Mockups (Figma) • Interactive Prototyping • User & Business problem solving

Research: Quantitative analysis (Tableau, Mixpanel) • Qualitative analysis (surveys, interviews) • Market Research (AppAnnie) & Benchmarks • A/B Testing & Experiment

Tech: Building iOS at scale apps (Swift / Obj-C) • Complex UI integrations • Animations Coding • Kickstart early stage front-end apps or back-end APIs (firebase, node/vue, HTML/ CSS...)

Soft: Vision-leadership • Empathy • Creativity • Ownership • English • Data-Informed • Recruitment • Management (agencies, freelances...)

INTERESTS

Economy
Psychology
LEGO
Breakdance
Racing games
Techno / Rap