



Florian GOMES

Senior Product Designer

Design Systems & Design Ops

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Senior Product Designer with 9+ years of experience across product design, design systems, and design operations. I help teams scale quality, consistency, and delivery through component libraries, design tokens, clearer workflows, and documentation.

Based in Paris, I'm open to remote opportunities and relocation.

Experience

2023 — 2026

Deezer — Paris, France

Lead Design Ops / Design System Manager

- Led Tempo, Deezer's design system, across iOS, Android, and Web, covering Figma libraries, foundations, component architecture, documentation, governance, and adoption across product teams.
- Supported Deezer's rebrand by migrating styles to tokens, auditing their use across platforms, rebuilding the Figma library, and coordinating implementation questions with engineering teams.
- Worked with Product, Engineering, Tooling, and QA teams across iOS, Android, and Web on design tokens, component APIs, platform constraints, implementation alignment, test builds, and design review.
- Reviewed legacy component behaviors for accessibility text sizes and defined rules for wrapping, truncation, fixed heights, and content growth.
- Structured shared design practices around Design Critique, Figma organization, file documentation, onboarding, refinement, delivery standards, and implementation review.
- Designed and built internal tools and templates for Product Design, Content Operations, Brand, CRM, and Ad Sales, including a Figma plugin that retrieves real Deezer content and maps it to interface layers.
- Contributed directly to product and visual design across the search, offline states, context menus, lifecycle communications, and the player color system, whose palette mapping expanded from 12 to more than 60 possible values.
- Administered Deezer's Figma workspace, including team and project structure, seats, permissions, billing, and coordination with Figma.
- Acted as the team's Figma reference, onboarding designers and engineers to Dev Mode and new workflows, and running regular sharing sessions on releases, features, tips, and practical use cases.

2017 - 2023

Publicis / Razorfish — Paris, France

Product Designer / UI Designer

- Designed digital products across banking, mobility, healthcare, energy, industry, and luxury for clients including La Banque Postale, Ma French Bank, RATP, Air Liquide, Angel, Saint-Gobain, Dior, Armani, and Saint Laurent.
- Designed web and mobile interfaces from product flows and early concepts to detailed UI specifications.
- Structured design files around flows, states, documentation, and shared conventions to make collaboration, handovers, and onboarding more consistent.
- Led teams and clients through migrations from Photoshop to Sketch and later from Sketch to Figma, rebuilding UI libraries, defining shared file conventions, and training designers and stakeholders on new collaborative workflows.

Education

2012 — 2017

Bellecour École — Lyon, France

Master's degree, UX/UI
Bachelor's degree in Graphic Design (Print)
Foundation Course in Applied Arts

Skills

Design Systems	Component architecture, Figma libraries, design tokens and variables, accessibility, documentation, governance, contribution models, design-code alignment
Design Ops	Design workflows, internal tooling, Figma organization, onboarding, design critique, design QA, standards and templates
Product Design	Interaction design, UI design, prototyping, product flows, discovery, visual systems, cross-functional collaboration
Tools	Rive, Loom, Screen Studio, Jira, Notion, Braze, Cursor, Codex, HTML/CSS, JavaScript and GraphQL fundamentals
Figma	Libraries, variables, Dev Mode, prototyping, file architecture, workspace administration, governance, training, and adoption

Languages

French	Native
English	Professional working proficiency