

Marc Longpré

UX Designer · Director of UX Design

Toronto, ON · m.longpre@icloud.com · (416) 953-9769 · Portfolio

UX/UI designer with 13+ years in digital product design and 20 years across design overall, spanning agency, in-house, and freelance roles. I design user-centred, accessible, dev-ready experiences in Figma and build design systems that keep brand experiences consistent. My work spans retail, technology, automotive, and B2B brands, and I am looking for a senior role in UX Design.

Areas of Expertise

- UX/UI Design & Prototyping
- Design Systems & Component Libraries
- Accessibility & WCAG 2.1 AA
- User Research & Information Architecture
- Responsive & Mobile Design
- Design-to-Development Handoff (HTML/CSS)

Experience

Director of UX Design, India Stone Creative, Inc. 2023 – Present

- Designs and leads UX/UI for apps and websites.
- Creates digital style guides and branded online experiences in Figma.
- Optimizes designs for responsiveness and WCAG accessibility across desktop, tablet, and mobile.
- Creates digital and print assets for websites, apps, paid advertising, and branded components; partners with cross-functional teams from concept to launch.

3D Print Manager, Glistco 2020 – 2023

- Managed 3D-print manufacturing operations for a gaming-accessory company, leading a team of associates to meet online demand.
- Designed product packaging and other printed materials.
- Owned print quality control from proofing through production, ensuring materials met technical specifications, industry standards, and brand expectations.

Premedia Specialist II / Mac Operator, Quad Graphics 2008 – 2013

- Created interactive and print graphics supporting enterprise clients across the U.S.
- Partnered with cross-functional teams in marketing, advertising, eCommerce, and IT to ensure quality while meeting deadlines.
- Implemented a new proofing technology process that served hundreds of internal clients.
- Created and scheduled digital flyers via Adobe Scene7.

Skills & Expertise

UX & UI Design: User research, wireframing, prototyping, interaction design, responsive & mobile design, design systems, component libraries, information architecture.

Accessibility: WCAG 2.1 AA compliance, accessibility auditing, inclusive design patterns, keyboard navigation, screen-reader testing, colour-contrast analysis.

Design Tools: Figma, Sketch, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Firefly), Claude AI, ChatGPT.

Front-End & Dev Tools: HTML, CSS, component-driven architecture, Webflow, WordPress, Wix Studio, Jira, Git.

AI & Emerging Tech: AI-assisted design workflows, prompt engineering for design tools, training LoRAs, integrating AI to work faster and deliver better outcomes.

Print & 3D Production: Brand identity, logo design, print layout, pre-press & make-ready, packaging, trade-show materials, 3D print design & manufacturing; offset, digital, and large-format.

Education

B.Tech, Graphic Communications Management, Toronto Metropolitan University (formerly Ryerson University).

Professional Development: Completed coursework in UX Design fundamentals.