

Jérémy Martin

INTERACTION AND PRODUCT DESIGNER

hello@jeremymartin.ch · +41 79 137 31 16 · Noréaz / Mendrisio, Switzerland
jeremymartin.ch · linkedin.com/in/jermarti



01 PROFESSIONAL SUMMARY

Interaction and product designer who designs the experience, builds the software, and prototypes in hardware. I work from one conviction: as producing gets cheap, what counts is the judgment to frame the problem and decide what is worth shipping. My path through electronics, media engineering, and interaction design is how I carry that judgment across an entire project, end to end.

02 SELECTED PROJECTS

DataBloom, a tangible interface that makes the energy cost of digital use perceptible at home. A flower whose stem wilts as weekly consumption climbs.

- Bachelor thesis, solo · commissioned by the Media Engineering Institute (MEI), HEIG-VD · 2025
- Owned the research and interaction design: shaped an ambient, screen-free model that shows a household its weekly use against a personal threshold.
 - Validated it across two rounds of user testing (all read it unaided, several changed behavior) and built the prototype end to end.

Thea, a wrist-worn wearable that gives people with allergies a new sense, feeling their allergen load rise toward a personal threshold, early enough to act.

- Team of four · SUPSI, Master in Interaction Design, Multimodal Experience Design · 2026
- Led the interaction concept, design, and coding of the agent: turned alerts into a felt, ambient sense across light, haptics, and a voice (VUI).
 - Authored a co-design and usability protocol to evaluate the whole experience.

WeMatch, an agent that helps travelers find the right group, not just the right trip (concept for WeRoad, the group-travel platform).

- Team of five · SUPSI, Master in Interaction Design, with Spark Reply · 2026
- Co-led the research (literature review, eight interviews, 1'660 Trustpilot reviews): the group, more than the destination, decides the trip experience.
 - Co-designed a six-phase agent that builds a behavioral profile, recommends the right group, and explains each match in plain language; shipped a live testable version and a scrollytelling story.

03 SKILLS

Design and UX (user experience): UX research, interaction design, prototyping, information architecture, UX writing, design systems, data visualization, tangible interfaces, branding. Tools: Figma, Adobe Creative Cloud.

Code: JavaScript, Vue.js, Nuxt, HTML/CSS, Node.js, PHP, Laravel, SQL and NoSQL (MySQL, MongoDB). Tools: Git.

Physical and embedded: electronics, microcontrollers (ESP32, Arduino), embedded C++, single-board Linux (Raspberry Pi, Arduino UNO Q), 3D printing, laser and vinyl cutting. Tools: Fusion 360.

AI (artificial intelligence) and agentic: agent and prompt design, voice interfaces, Large Language Model (LLM) integration.

04 EDUCATION

Master of Arts in Interaction Design (MAIND), SUPSI, Mendrisio	2025 to 2027
Bachelor of Science in Media Engineering, HEIG-VD (HES-SO), Yverdon-les-Bains	2022 to 2025
First semester of BSc Microengineering, EPFL, Lausanne	2020 to 2021
Preparatory bridge year (Cours de Mathématiques Spéciales, CMS), EPFL, Lausanne	2019 to 2020
Federal Vocational Baccalaureate (FVB), technical option, EMF, Fribourg	2017 to 2018
Federal Vocational Education and Training (VET) Diploma in Electronics, HEIA-FR, Fribourg	2013 to 2017

05 EXPERIENCE

Commissioned research and design project (Bachelor thesis, DataBloom), Media Engineering Institute (MEI), HEIG-VD	2025
Security agent, Securitas SA	2022
Military service, Swiss Armed Forces	2018 to 2019

06 LEADERSHIP

Baleinev, student-run music festival (about 1'000 attendees), HEIG-VD. Music programming (2023), head of communications (2024), president (2025), committee of about 25.

07 LANGUAGES

French (native), English (C1).