Contact

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arnauddevallois (LinkedIn)

Top Skills

Creative Direction

User Experience (UX)

Map Design

Languages

English (Native or Bilingual)

French (Native or Bilingual)

Patents

Method and apparatus for providing map selection and filtering using a drawing input

Method and apparatus for providing a transition between map representations on a user interface

Arnaud de Vallois

Creative Direction | Map UX & 3D Visualization | Real-Time Rendering

Berlin Metropolitan Area

Summary

Focused on map and visualization experiences where UX, real-time 3D rendering, and visual quality come together, grounded in a strong foundation in map design and cartographic principles for automotive navigation.

With a background in traditional art and illustration, visual decisions are grounded in an understanding of form, composition, and visual storytelling, alongside the technical work. Through opportunity discovery, definition, and delivery, I enjoy turning complex real-time systems into clear, usable experiences. Working hands-on with design, engineering, product and customer teams to connect visual intent, technical constraints, and long-term value.

At TomTom, I lead UX for Premium Map Display and 3D map visualization, helping define an industry-first use of Unity as a real-time map rendering engine while ensuring continuity with established cartography and navigation conventions.

Experience

TomTom

UX - Map Visualisation

September 2023 - Present (2 years 5 months)

Berlin, Germany

Leading UX for Premium Map Display and 3D map visualization, defining how Unity is used as a real-time rendering engine while preserving cartographic clarity and navigation principles.

Driving discovery and experimentation to identify new capabilities, then carrying those ideas through concept, development, and production in close collaboration with engineering and product.

Acting as an internal and external advocate through customer demos, pre-sales engagements, and industry talks, helping position TomTom's approach to next-generation map visualization.

Utopia Music
Creative Director, Data Visualization
November 2022 - August 2023 (10 months)
Berlin, Germany

Defined creative direction and visual standards for data visualization R&D initiatives, spanning visual, interactive, and UX exploration from early concepts to product-ready solutions.

Led discovery work to identify new ways of visualizing complex music metadata, while guiding design quality and coherence across teams in close collaboration with engineering, product, and marketing.

Evaluated, refined, and presented data visualization solutions across the org to support alignment and decision-making.

HERE Technologies
10 years

Design Manager
October 2017 - October 2022 (5 years 1 month)
Berlin Area, Germany

Built and led a multidisciplinary team of designers and engineers delivering the HERE Style Editor, a customer-facing map customization product used across HERE's platform and SDK offerings.

Set UX, visual, and interaction direction from concept through launch, establishing standards and workflows that enabled brands to create fully custom map and navigation experiences.

Drove cross-discipline collaboration across design, engineering, UX research, product, marketing, sales, and customer teams, aligning priorities and dependencies across organizations.

Owned strategic input into roadmap definition and feature prioritization, balancing customer needs, technical constraints, and long-term platform goals.

Engaged directly with automotive and platform customers during pre-sales and development, helping translate requirements into product direction and influencing adoption. Including: Volkswagen, Audi, Mercedes-Benz, Scania, Lotus, Rightware, Elektrobit, Sony and others.

Senior Designer, Design Studio
January 2015 - September 2017 (2 years 9 months)
Berlin, Germany

Led cross-functional exploration of next-generation 3D map UX, developing a real-time prototyping toolchain to demonstrate future capabilities of HERE's 3D map data and rendering technology.

Used this toolchain in close collaboration with Mercedes-Benz Advanced R&D and Design to integrate a branded 3D map exploration and guidance experience into a next-generation automotive HMI, showcased at major industry events.

Represented the work through executive briefings, customer demos, and pre-sales engagements, influencing roadmap thinking and customer adoption. Including Volkswagen, BMW, Elektrobit, Jaguar Land-Rover, Dubai Transit Authority, Renault-Nissan and many others.

Lead 3D Designer
November 2012 - January 2015 (2 years 3 months)
Carlsbad, CA - Berlin, Germany

Part of a cross-disciplinary innovation team focused on identifying, exploring, and validating key differentiators for future maps and location services.

Led rapid discovery and prototyping cycles, producing tangible proof-of-concepts, demos, and patents to explore new interaction models and real-time map behaviors.

Presented and validated concepts with product stakeholders and executive leadership, helping inform near and long-term direction for map UX and real-time visualization.

Nokia
3D Designer
November 2010 - November 2012 (2 years 1 month)
Carlsbad, California, United States

Developed visual concepts and interactive prototypes to explore uses of 3D map data across web, mobile, and automotive HMI environments.

Contributed to defining visual direction for Nokia's 3D Cities data, working closely with engineering teams to balance design intent with technical feasibility.

Produced visual assets, demos, and interactive experiences used in customer engagement, product marketing, for use in various external events and broadcasts, including the 2012 London Olympics and 2014 FIFA World Cup

(Nokia location platform rebranded to HERE in 2012)

PixelActive
3D Artist
April 2009 - November 2010 (1 year 8 months)
Carlsbad, California, United States

Three month internship turned full-time position at a great startup. Using their proprietary real-time urban modeling software (CityScape), worked on a variety of 3D projects designing virtual environments, assets and animations for use in game development, simulation, urban planning, architecture and automotive navigation products.

PixelActive was acquired by NAVTEQ/Nokia in Nov 2010.

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Education

The Art Institutes
Bachelor of Science - BS, Media Arts & Animation · (October 2006 - June 2009)