

Yann Le Coroller +33 624 071 102
57 rue Sedaine 75011 Paris
→ yann@tayasui.com

Target Job	User Interface designer
Objective	To innovate in usage and usability of computer related products. To collaborate with the people that drives this industry forward.
Profile	Entrepreneurial self-starter, Art Director and 2D/3D Animator
Relevant Skills	Creative mind, both aesthetically and logically oriented. Passionate with challenges, hard-worker and tough critic. Extremely curious and avid for learning. Experienced in creatively work in team under great pressure.
Accomplishments as:	
Entrepreneur	I have run Tekila Numérique in France for 10 succesful years. → www.tekila.fr
Manager	I recruit and direct creative teams of graphic designers and animators ranging from 2 to 8 people for periods of 1 to 10 weeks.
UI designer	I researched and designed several software and hardware user interfaces. → www.tayasui.com
Motion Designer	I designed and directed more than 50 creative projects in collaboration with regular freelance graphic artists. For each job we had to find creative solutions to communication and branding problems. → www.yannlecoroller.com
Animator	I animated more than two hundreds Broadcast designs for some of the most demanding creative directors in France. → www.tekila.fr
Software	Beta Tester for After Effects v5.5 and v6 (2001-2003) Beta Tester For Amapi, 3D modeler (1995-1996) After Effects, 3DS Max, Vray, Photoshop, Illustrator, Final Cut, Motion, Aperture, In Design, Iweb, Dreamweaver...
More	3D illustrator : → www.yannlecoroller.com/illustration/ Photographer: → http://tekila.fr/photos/

UI Books

Joel Spolsky: **User Interface Design for Programmers**
Steve Krug: **Don't Make Me Think**
Bruce Tognazzini: **Tog on Software Design, Tog on interface**
Jakob Nielsen: **Designing Web Usability**
Eric Steven Raymond: **The Art of Unix Usability**
Don Norman: **The Design of Everyday Things**
Edward R. Tufte: **Envisioning Information**
Jef Raskin: **The Humane Interface**
Henry Dreyfus: **Symbol Sourcebook**

Macintosh Human Interface Guidelines
Newton interface guideline
Palm OS User Interface Guidelines
The Power of PenPoint
2007 Microsoft Office System UI Design Guidelines

Blogs

Scott Berkun: essays on UI design and managing people
Joel Spolsky: Articles on programming and UI design
Jensen Harris: On Office User Interface
Jakob Nielsen: Jakob's column on Web usability
Bruce Tognazzini: Interaction Design Solutions for the Real World

Web

Guidebook website articles:
The complete book of Lisa
A Retrospective on the Development of Star
Designing the Star User Interface
Human Factors Testing in the Design of Xerox's 8010 'Star' Office Workstation
Sketchpad: A man-machine graphical communication system

Folklore.org: Stories about the original Macintosh, Andy Hertzfeld
Engelbart Oral History Series, The Mother of All Demos, Douglas Engelbart
A personal computer for children of all ages, The Dynabook Revisited, Alan kay

Programming

Frederick P. Brooks: **The Mythical Man-Month**
Scott Rosenberg: **Dreaming in Code**
Dominic Giampaolo: **Practical File System Design with the Be File System**
Eric Steven Raymond: **The Cathedral and the Bazaar, The Art of Unix Programming**
Amit Singh: **A Technical History of Apple's Operating Systems**
Paul Graham: **onlisp** (introduction)

Research papers

Through Project Looking Glass
Hideya Kawahara

Bumptop: Enriching the Desktop Metaphor with Physics, Piles and the Pen
Anand Agarawala

Designing a Palm user interface, Lessons learned in porting an object-oriented, modal Windows user interface to the Palm OS, IBM

Foldndrop, Novel Interaction Techniques for Overlapping Windows
Michel Beaudouin-Lafon

Designing Applications for the Power Macintosh
Greg Robbins and Ron Avitzur

Dynapad: Spatial Tools for Managing Personal Information Collections
Daniel Bauer, Pierre Fastrez, Jim Hollan

Dynapad: A Brief Introduction,
James D. Hollan

Implementing a Zooming User Interface: Experience Building Pad++
Benjamin B. Bederson

Toolglass and Magic Lenses: The See-Through Interface
Eric Bier, Maureen Stone, Ken Pier, William Buxton, Tony D. DeRose

Sketchpad: A man-machine graphical communication system
Ivan Edward Sutherland

Tactapad, TactaDraw - Tactile, Immersive, Two-Handed Input Device