

Pascal Chenier

Senior Product Designer

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Montreal, Canada
pascalchenier.com
tabularui.com

Expertise

Design systems
AI agent components
Workflow design
Complex technical tools
CAD, robotics, data pipelines
HMI vehicle displays
UX research
Usability testing
Accessibility

Tools

Figma, Claude Code, Cursor, Storybook, GitHub, Tailwind, shadcn/ui, Jira, Linear, Adobe Creative Suite

Languages

French (native)
English (fluent)

EXPERIENCE

Senior Product Designer - Maxa

Aug 2026 - Oct 2026, Montreal, QC

Led UX discovery on Maxa's flagship AI data-pipeline product. Founded the product design system: token architecture and AI agent components for data-dense screens.

Senior Product Designer - Vention

Jan 2025 - August 2026, Montreal, QC

Lead designer on MachineLogic, Vention's code-free robot programming and simulation platform. Designed the CAD and robot-programming workflows engineers use to simulate and deploy manufacturing systems. Built and maintained the product team's design system, used by up to 30 engineers. Reached coded components parity between Figma and code.

Product Designer - Vention

Jan 2023 - Jan 2025, Montreal, QC

Built custom components and ran the design system behind Vention's "Billion Dollar Brand" initiative, covering the customer-facing website and marketing projects.

UI/UX Designer - BRP

Feb 2022 - Jan 2023, Montreal, QC

Designed the UI for BRP's 10.25" touchscreen display. Launched on most power-sport vehicles in 2023 and still shipping unchanged; an estimated 100,000+ vehicles on the road.
Helped scale a multi-brand design system and the HMI (human-machine interface) UX strategy, working closely with product and engineering.

UI/UX Designer - Emyode

Nov 2018 - Feb 2022, Montreal, QC

Led end-to-end design for multiple clients, turning research into scalable product features with engineering teams.

EDUCATION

Certificate in Advertising

Université de Montréal

2007 - 2008

DEC Graphic design

Collège Ahuntsic

2003 - 2006