

Sylvain Girard

Design Engineer

Digital design · Frontend development · AI workflows · Melbourne, Australia

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Design engineer combining digital design, frontend implementation and practical AI workflows. At IGNITE, I design and build websites and tools for clients and the agency team. My freelance background in 3D and motion informs the visual craft and interaction detail I bring to digital work.

EXPERIENCE

Senior Digital Designer

Sep 2025 - Present

IGNITE®

Client websites, design systems and AI-enabled agency tools.

- Design and build responsive Webflow websites, translating brand direction and content into page layouts, reusable components and interactions.
- Develop token-driven design systems that connect visual decisions with frontend implementation across websites and tools.
- Prototype AI workflows around structured briefs, source material and reusable prompts, with outputs people can inspect and refine.

Mid-Weight Digital Designer

Nov 2023 - Sep 2025

IGNITE®

Digital design with a focus on interaction design and user experience.

Junior Digital Designer

Jul 2022 - Nov 2023

IGNITE®

3D Artist

Jan 2021 - Present

Freelance

Independent 3D art and motion design practice, primarily for the fashion industry.

- Create 3D imagery and animation for fashion projects, using Cinema 4D for texturing, simulation and motion design.

INDEPENDENT WORK

Personal Desktop

An ongoing personal project combining interface design, frontend development and a reusable theme system.

- Developing an Astro interface with native HTML and CSS, direct routes and browser history, supported by small scripts for interaction.
- Built a token-based theme system that generates surfaces and text contrast from one colour axis, with an in-site design reference.

SKILLS & TOOLS

Design Interface and interaction design, information architecture, design systems, responsive layouts.

Frontend Webflow, Astro, HTML, CSS, design tokens and reusable components.

AI workflows AI-assisted prototyping, structured inputs, reusable prompts and human review of outputs.

3D & motion Cinema 4D, animation, texturing, simulation and product imagery.