

Projects showcase



Yann Alessandri



About

Fanatics Live is the live commerce arm of Fanatics, the global sports platform. It acquired Voggt in October 2024 to expand live selling across France, Germany and the UK.

I own the seller experience on the platform built to replace Voggt's. It was rebuilt from scratch to support a much wider market, with different seller behaviors and operational requirements across the US and Europe. I work with a second designer, a PM, the VP of Design, a tech lead and around seventeen engineers.

Most of the work sits in the parts sellers never call features. Bulk workflows for people listing hundreds of items a week. Shipping rules that change by country. Seasonal sellers who disappear for four months and come back expecting everything to still make sense.

I run research with sellers across the US, UK and EU, and a large part of my time goes into the product foundations and interaction patterns the rest of the team builds on.

The image shows a smartphone screen with a list of items for sale. The items are listed with names, addresses, dates, and prices. The status "Ready to ship" is visible next to each item. The phone is held in a hand, and the background is blurred.

Name	Address	Date	Price	Status
Samuel Diaz	1065 Stedemann Field, Marinton, 53463-2881	Feb 13, 2025 12:30pm	\$2169	Ready to ship
Stella Novak	1065 Stedemann Field, Marinton, 53463-2881	Feb 13, 2025 12:30pm	\$1603	Ready to ship
Kimberly Davis	1065 Stedemann Field, Marinton, 53463-2881	Feb 13, 2025 12:30pm	\$2050	Ready to ship
Emma Horvath	1065 Stedemann Field, Marinton, 53463-2881	Feb 13, 2025 12:30pm	\$2500	Ready to ship
Mariana Gonzalez	1065 Stedemann Field, Marinton, 53463-2881	Feb 13, 2025 12:30pm		Ready to ship

The image shows a tablet screen with a 'What's new' notification interface. At the top, there's a search bar and a sidebar with icons. The main content area displays a list of updates. The first update is 'V1.0.2 Release note' with a red header and a description. Below it is 'V1.0.1' with a description. The bottom navigation bar has a 'PC' icon. The background is a blurred office setting.

The image shows a smartphone screen displaying a shipping label management application. The app interface includes a header with a '+ Add profile' button and a list of shipping labels. Each label entry contains the following information:

- Carrier Name:** Royal Mail Tracked Letter Boxable No Signature
- Service Level:** (Not explicitly labeled, but implied by the carrier name)
- Rate:** \$100g
- Weight:** 100g
- Size:** Height: 100cm, Width: 100cm, Length: 100cm
- Mailing Name:** 95 Morton, Fake Street, Fake State 000 000

The phone's status bar at the top indicates the time is 1:20 and the battery level is 100%. The phone is resting on a surface with other documents visible in the background.

A hand holds a smartphone displaying a Twitch stream interface. The stream title at the top reads "Here's my stream title". Below the title bar, there are sections for "Controls", "Interactions", and "Chat". The "Chat" section shows a series of messages from a user named "corpavince". Each message follows a similar pattern: "Username: Bought (spot name) in (listing name)" followed by "This is the first line of the message." and "This is the second line of the message." The streamer's video feed shows them holding up a pack of NBA trading cards, with one card visible showing a player's face. The interface also includes a "Fan view" section and a "Break title goes truncated on t else to get th" message. The background is a blurred image of a person's face.

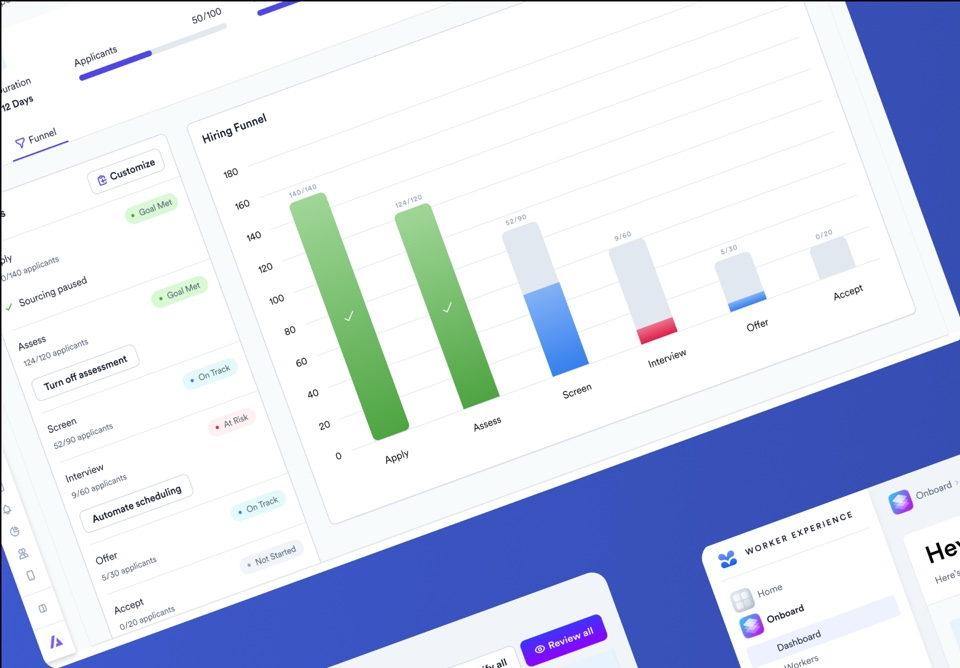


About

Fountain is a US hiring platform for high-volume frontline recruiting. Companies use it to source, screen and onboard hourly workers at scale. I joined as a freelance designer for a short engagement, with ownership across two key areas of the product.

Two areas: sourcing, where recruiters open, budget and track their job openings, and the candidate onboarding flow for enterprise customers. The constraint here is volume. Thousands of applicants move through a funnel at once, so the question is rarely how one screen looks.

It's what a recruiter needs to see to know where the pipeline is stuck, and how much you can reasonably ask a candidate to do on a phone, in one sitting, before they drop out.



The image is a collage of overlapping digital screens displaying various HR and recruitment software interfaces. The central screen is the most prominent, showing an 'Onboard' dashboard for 'Hey Joe'. It features a sidebar with navigation options like 'Home', 'Onboard', 'Dashboard', 'Workers', 'Flows', 'Document signing', 'Compliance', 'Communicate', 'Pulse', 'Shifts', and 'Compliance Center'. The main content area is titled 'Hey Joe' and includes a sub-header 'Here's an overview of your onboarding progress'. Below this, there are three main sections: 'Today', 'Past', and 'Upcoming'. Each section lists workers and their onboarding status, with buttons for 'Review' and 'To review'. The 'Today' section lists workers like Mohammed Mohamed, Ethan Dimitrov, Valeria Romero, Carlos Sánchez, Priya Choudhary, Patrick Johnson, 杜建翰, and Isabella Pérez. The 'Past' section lists Anastasia Nagy and Jack Hernandez. The 'Upcoming' section lists Anna Garcia, 工藤 桃子, Yash Ram, and Youssef Badu. At the bottom of the central screen, there are several metrics: 'Total Budget Spend \$3,200.00', 'Average CPA \$17.93', 'Goals at risk 40%', and 'Organic sources 30% + 15%'. Other screens in the collage show a 'Global overview' dashboard with 'Sourcing Paused 2/7' and a 'Source' dashboard with 'Openings' and 'Dashboard' tabs. The interfaces are modern, clean, and use a blue and white color scheme.



About

VOGGT is a leading European live-commerce platform focused on collectibles, connecting sellers and collectors through live auctions and sales. I owned the design of the seller platform, the part of the product sellers used to prepare inventory, create listings, run their shops and manage everything around a live sale.

The challenge was less about individual screens and more about making a fragmented set of operational workflows feel like one product. Sellers were working against tight time constraints, shipping providers, live-streaming infrastructure and a growing volume of orders.

Listing an item went from 25 seconds to 8 seconds. Bulk shipping reached 60% adoption. Support requests dropped 76% once order tracking shipped. I also built the product's first design system, and worked with product and engineering the whole way, from understanding seller workflows to prototyping, testing and implementation.

9:41

Shows

Next shows

8:45pm



Trading cards

Mon 2, 8:00pm



Trading cards

16 PDD Boxbreak LOTR Collector - Magic

16 PDD Boxbreak LOTR Collector - Magic

16 PDD Boxbreak LOTR Collector - Magic

Past shows

January 2024

1,2k€ Net income

8 Shows

December 2023

2,4k€ Net income

2 Shows

October 2023

4,8k€ Net income

12 Shows

Magic LOTR Collector : 16 PDD

https://app.voggt.com/shows/2507

Total: 2800€

Send notification

Add a product

Current

Giveaway . 00:06

80 Entries

In progress

Next

Auction duration

5s 15s 30s 60s 0s 03s 10s

Shipping

Package (56)

Overtime

Chat

Viewers (88)

Banned users

Lucky wheel

Waiting for a spin...

Spin

Auctions

Instant buy

Giveaways

Sold (8)

Product	Starting bid	Quantity	Actions
Booster collector LOTR	1€	10	Launch
Booster collector LOTR	1€	1	Launch
Booster collector LOTR	1€	1	Launch
Booster collector LOTR	1€	1	Launch
Booster collector LOTR	1€	8	Launch
Booster collector LOTR	1€	1	Launch
Booster collector LOTR	1€	1	Launch
Booster collector LOTR	1€	1	Launch
Booster collector LOTR	1€	1	Launch

Page 1 of 9

Items per page 25

Previous

Next

That's probably one of the most beautiful card ever

Haha, guess it is how it is right ?

I love VOGGT a lot. To be honest, I don't believe we'll ever be able to surpass them. We going out of Europe. Sorry.

You're right whatnot, get out. Thanks for nothing.

++

So what about EV06 ? Do you have some ?

I recently started a Magic collection, love it soooo much but damn, that's crazy expensive!

Hi devs

I have no idea what to say at this point so I guess I'll just type and type for some

Oh, and the UX of whatnot is chaotic btw. Worst experience ever with the amount of money they got

Naruto cards are cool by the way. I'm curious if Kayou will still work on the collection

Oooooohh I GG !

Fire !!

Type your message

9:41

Schedule a show

Show sub-category

Pokemon Cards

Magic

Yu Gi Oh

One Piece

Disney

Star Wars

VOGGT

Home

Inventory

Shows

Orders

Community

Canal

Messages

Viewer rewards

Ledger

My account

Voggt university

Contact us

Log out

Home

Open seller news

Home

All ratings

4.8/5

128 ratings

5

4

3

2

1

78 ratings

24 ratings

4 ratings

2 ratings

2 ratings

Ratings

Sort by most recent

@insolentstat

Order #1212

2mn ago

★★★★★

Quality package, live stream was great with a good atmosphere, a positive spirit, and a lot of entertainment. Thank you for the amazing products and the little gifts. See you soon on your live streams,

Private note

Answer

@insolentstat

Order #1212

2mn ago

★★★★★

Well received and very well protected.

Private note

Answer

@insolentstat

Order #1212

2mn ago

★★★★★

Top-notch as usual.

Private note

Answer

@insolentstat

Order #1212

2mn ago

★★★★★

Perfect. Thanks !

Private note

Answer

@insolentstat

Order #1212

2mn ago

★★★★★

Perfect. Thanks !

Private note

Answer

@insolentstat

Order #1212

2mn ago

★★★★★

Perfect. Thanks !

Private note

Answer

9:41

Schedule a show

Set a show schedule



Video cover (Optional)

Show title

LOTR: Booster Collector 16 PDD

Show note (Optional)

That will be a really great show for sure

Show schedule

Schedule

17 Jun 2024

8:00 AM

Target revenue

1 000 000 €

Show category

Schedule my show

VOGGT

Home

Inventory

Shows

Orders

Ledger

My account

Shows

My shows

Calendar

Export data

Schedule a show

Next shows

See all

Thu 18 May 20:30

The One Ring

Legendary Artifact

Magic LOTR Collector : 16 PDD

Trading cards

Thu 18 May 20:30

The One Ring

Legendary Artifact

Magic LOTR Collector : 16 PDD

Trading cards

Thu 18 May 20:30

The One Ring

Legendary Artifact

Magic LOTR Collector : 16 PDD

Trading cards

Thu 18 May 20:30

The One Ring

Legendary Artifact

Magic LOTR Collector : 16 PDD

Trading cards

Thu 18 May 20:30

The One Ring

Legendary Artifact

Magic LOTR Collector : 16 PDD

Trading cards

Past shows

Export data

January 2024

8 Shows

928€ Net income

Show name	GMV	Shipping fees	Refunds	Commision	Net income
Magic LOTR Collector : Training day	2,3k€	200€	0€	220€	2k€
Magic LOTR Collector : Hidevs	8k€	600€	420€	1k€	6,4k€

December 2023



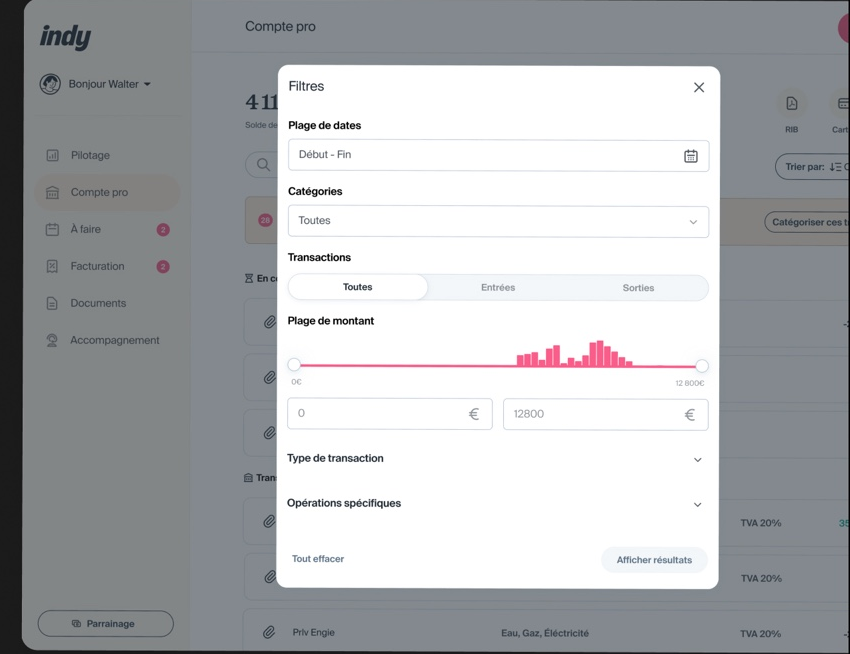
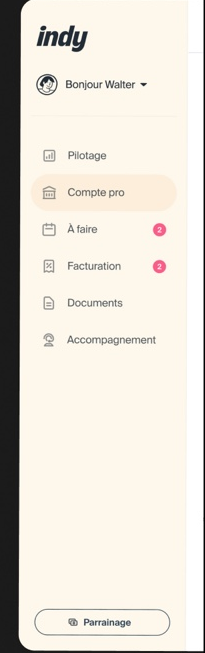
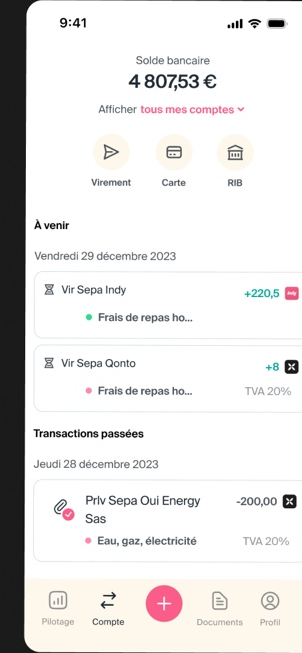
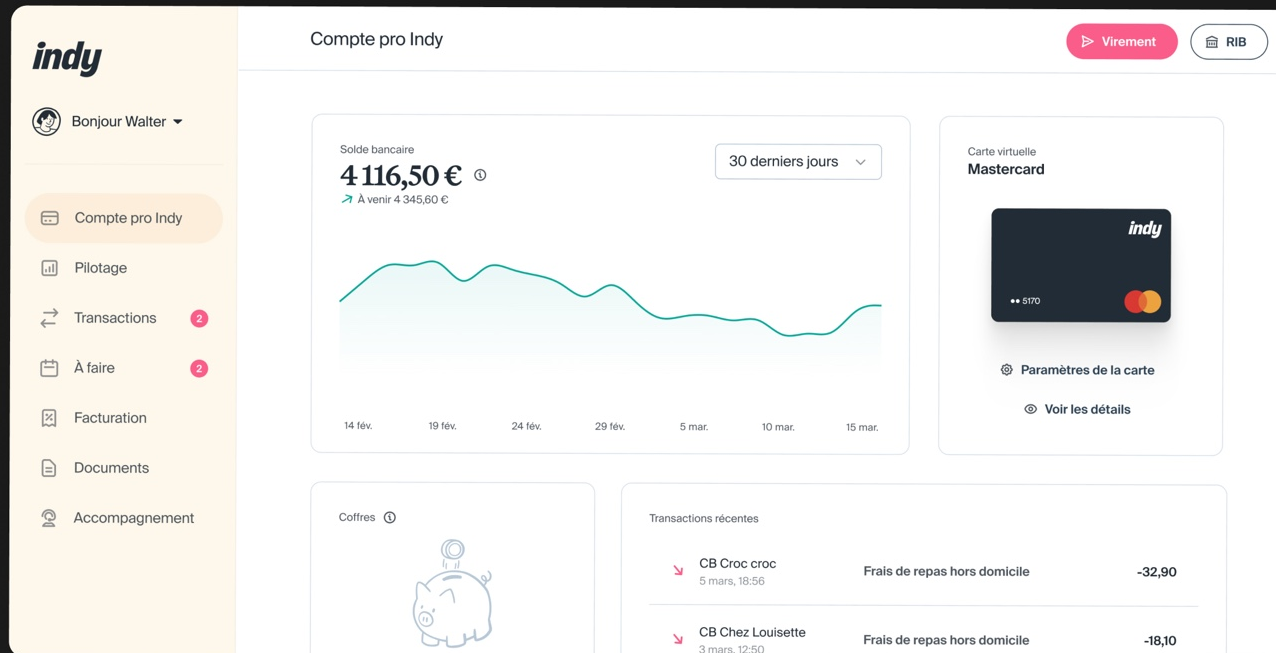
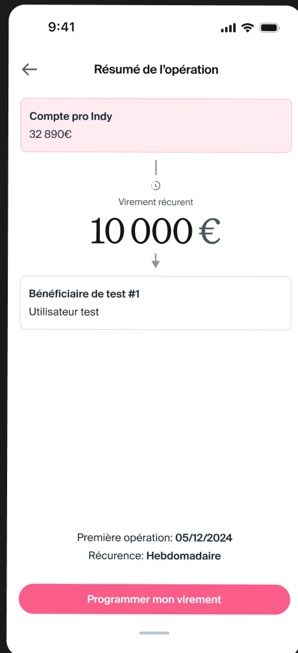
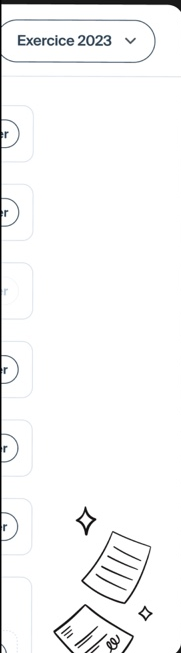
About

Indy is a French company building accounting software for freelancers and small businesses. Invoicing, bookkeeping, tax and social declarations, all in one app.

I led the design of their first banking product, the business account. The goal was to take on established players like Qonto on the French market, from a company that had never shipped banking before.

I ran a design sprint, facilitated workshops with the product and engineering teams, ran the research, tested the flows and designed the experience end to end. I also owned search and filtering, and the transaction views on both mobile and web.

More than €2M was deposited on the account in the first week after launch.





About

360Learning is a collaborative learning platform used by more than 1,200 companies, including SNCF, Safran, Michelin and LVMH, with teams in Paris, London and New York.

I was the designer responsible for two squads, alongside another designer, rebuilding the Authoring Tool and the Player (the course builder and the course experience). The real difficulty was never the screens. The product carried years of accumulated dependencies, so almost every design decision had a cost somewhere else in the system.

Course permissions, for instance, had to hold across several products at once. I spent more time with engineers than in Figma, and the work was mostly sequencing and trade-offs. We ran design sprints and months of user testing to get there, and I contributed to the company's first design system along the way.

Questions type

Single Selection

Display mode

Randomize

Ordered

SAVE & CLOSE

Untitled

Settings

Builder

Templates

Welcome to the new authoring tool

Practice everyday, even on the weekend if you can. Take it slow, if you feel tired and cannot concentrate anymore after 10 minutes, just stop and come back to your training later
Don't necessarily over-focus on the 10-finger methods:

It is not the only method that exists/works anticipation is more important than raw speed:
Slow and steady wins the race to think better and type better, switch between moments you think and moments you type (think more than one word before starting to type them, and almost don't think when you type).



Amet minim mollit non deserunt ullamco est sit aliqua dolor do amet sint. Velit officia consequat duis enim velit mollit. Exercitation veniam consequat sunt nostrud amet.

Comments

Add it to a path

SHARE

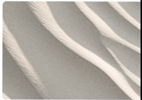
Untitled

Add a cover

Unsplash

Drag and drop

My gallery



Comments

04:22

30%



Forum

Jonah Goldstein

Flavien Robert

>Lorem ipsum dolor sit amet, consectetur adipiscing elit...

May 4, 2020, 5:47PM

Robert Fox

I love this page ! Pretty interesting

May 4, 2020, 5:47PM

By William Praud

Become an product leader operations

Develops products by identifying potential products; conducting market research; generating product requirements; determining specifications, production timetables, pricing, and time-integrated plans for product introduction; developing marketing strategies.

Become a product leader operations

32 Playing

introduction

Practice everyday, even on the weekend if you can. Take it slow, if you feel tired and cannot concentrate anymore after 10 minutes, just stop and come back to your training later
Don't necessarily over-focus on the 10-finger methods:

Practice everyday, even on the weekend if you can. Take it slow, if you feel tired and cannot concentrate anymore after 10 minutes, just stop and come back to your training later
Don't necessarily over-focus on the 10-finger methods:

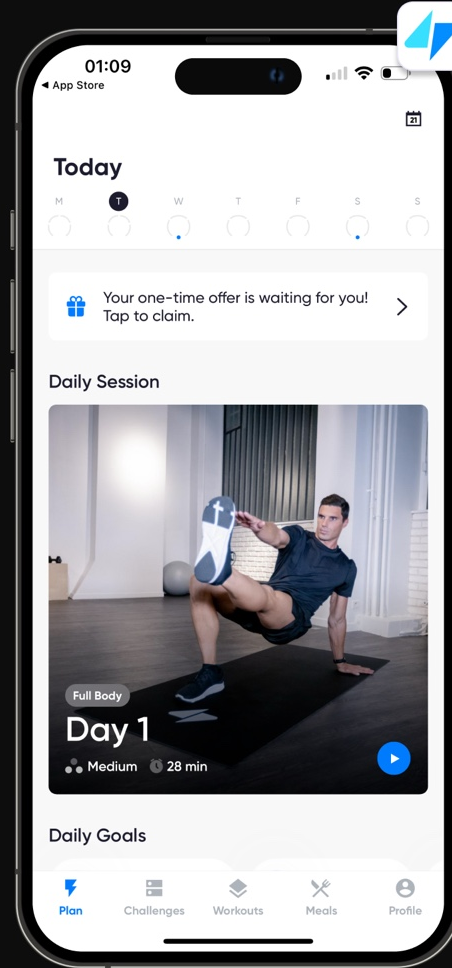


Luni

Luni builds and scales consumer mobile products, with a focus on testing ideas quickly and turning promising concepts into products that can grow.

I worked closely with the founders across several products, taking ideas from early concepts through to shipped experiences. In a small team, I was involved across product decisions, UX, visual design and iteration. One of the main projects was Fitness Coach, where I helped design the product from its early stages.

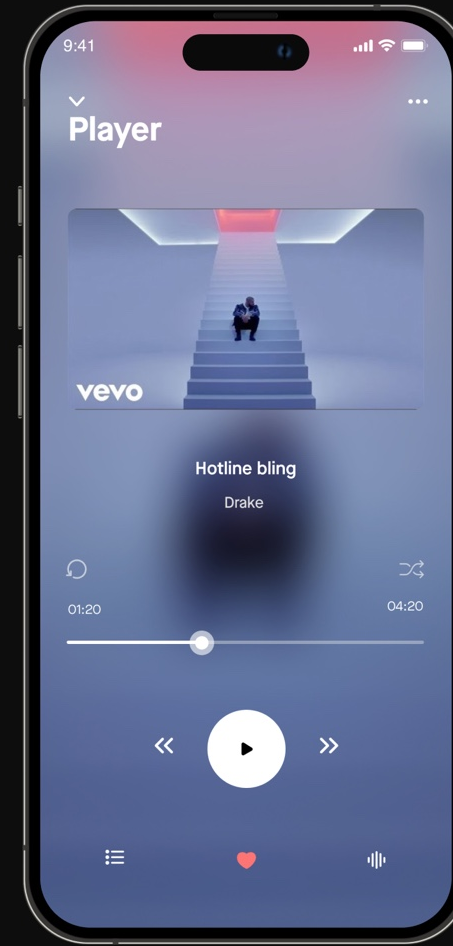
The app went on to reach millions of downloads and became one of the leading fitness apps on the App Store. I also worked on products including RealMusic and YourNumber, across very different audiences and business models.



Fitness Coach

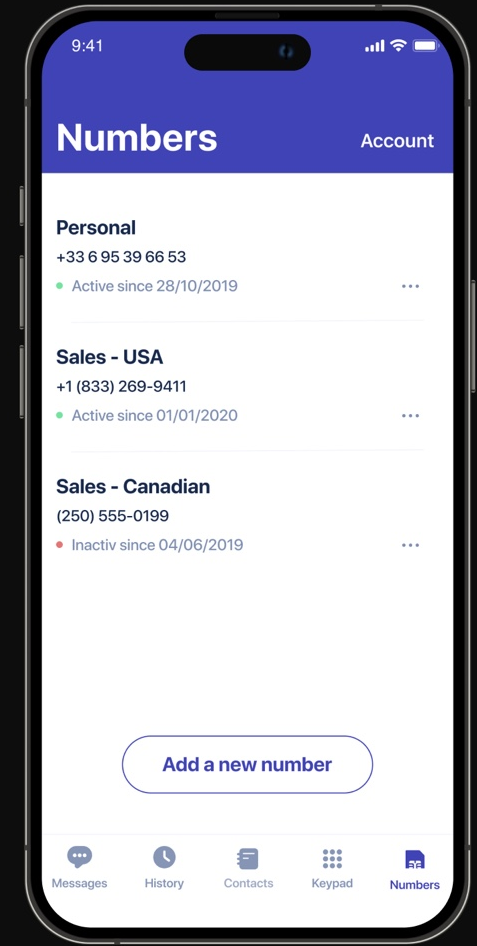
Official UFC partner, 12+ times

#1 in Apple Store Fitness. 🏆



RealMusic

Music streaming



YourNumber

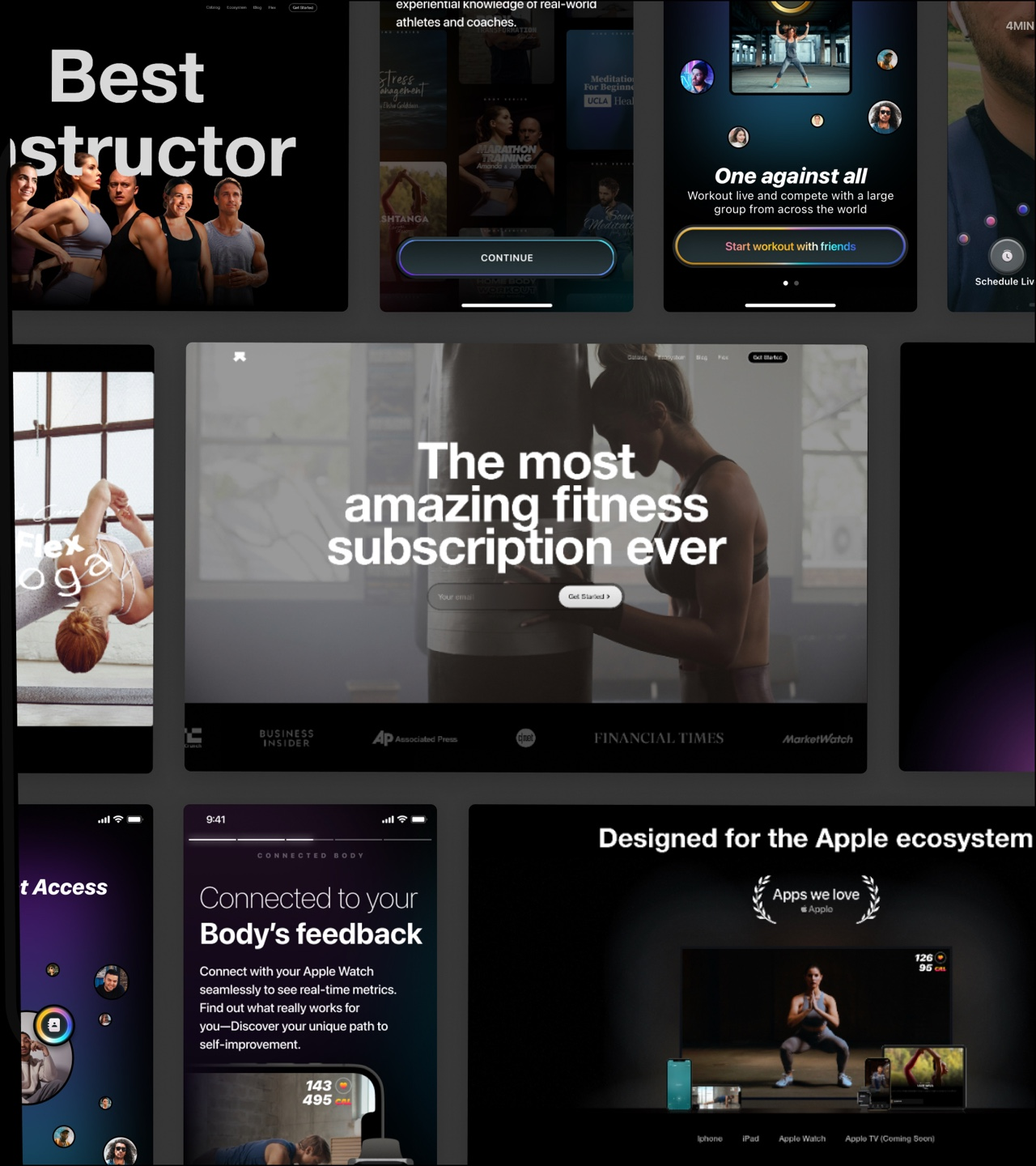
eSIM and second phone number



I joined Ultrahuman during the early stages of the product and worked closely with the founding designer across a broad range of the experience, from onboarding and tracking to workouts, experimentation and new product concepts. In a small team building hardware and software at the same time, I was involved from early exploration through to shipped experiences.

I also helped shape and launch Flex, a video-first live training experience built during COVID, taking the concept from early exploration to a shipped product and combining live workouts with gamified challenges.

Featured as an Apple “App We Love” and shown in an Apple keynote. Best of CES Fitness Tech 2021.



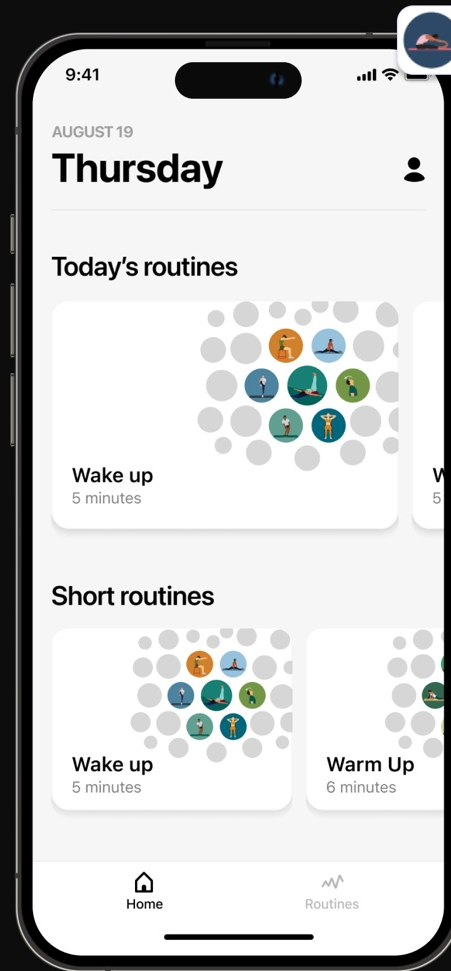


Kovalee builds and scales consumer mobile products through experimentation, combining product design, data and growth.

I worked across several apps with different audiences and business models, taking ownership of product experiences across acquisition, conversion and retention. Design decisions were closely connected to product metrics and A/B testing, with frequent iterations based on what we learned.

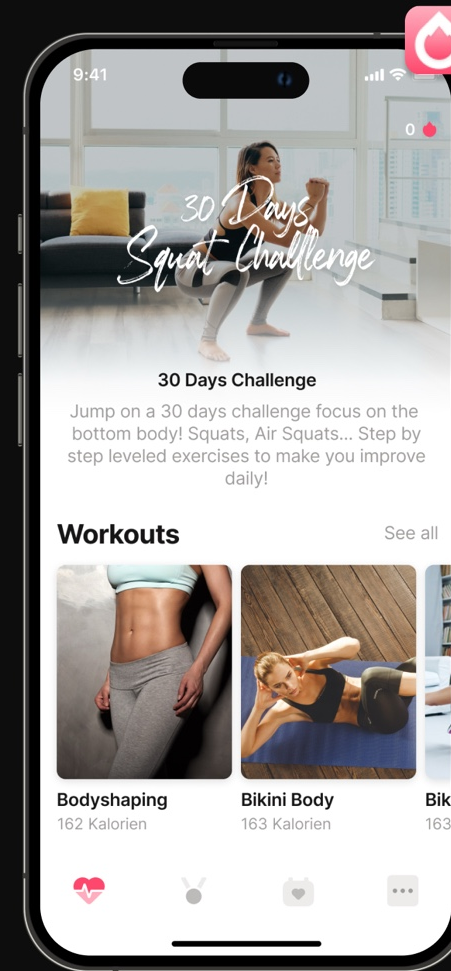
The work meant moving quickly between very different product problems while keeping a clear focus on measurable improvements for both users and the business.

Across the portfolio, the apps have since passed 20M+ downloads and 4M+ active users.



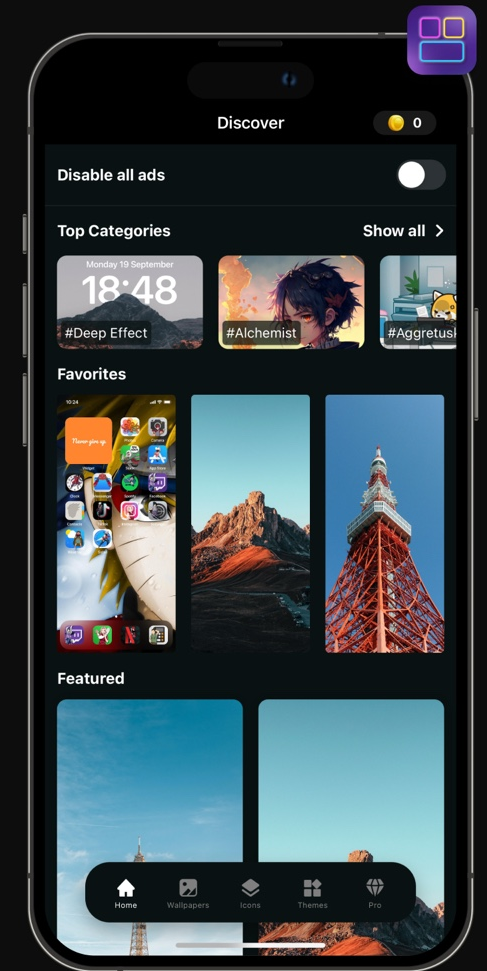
Bend

#1 stretching app worldwide
iOS and Android 🏆



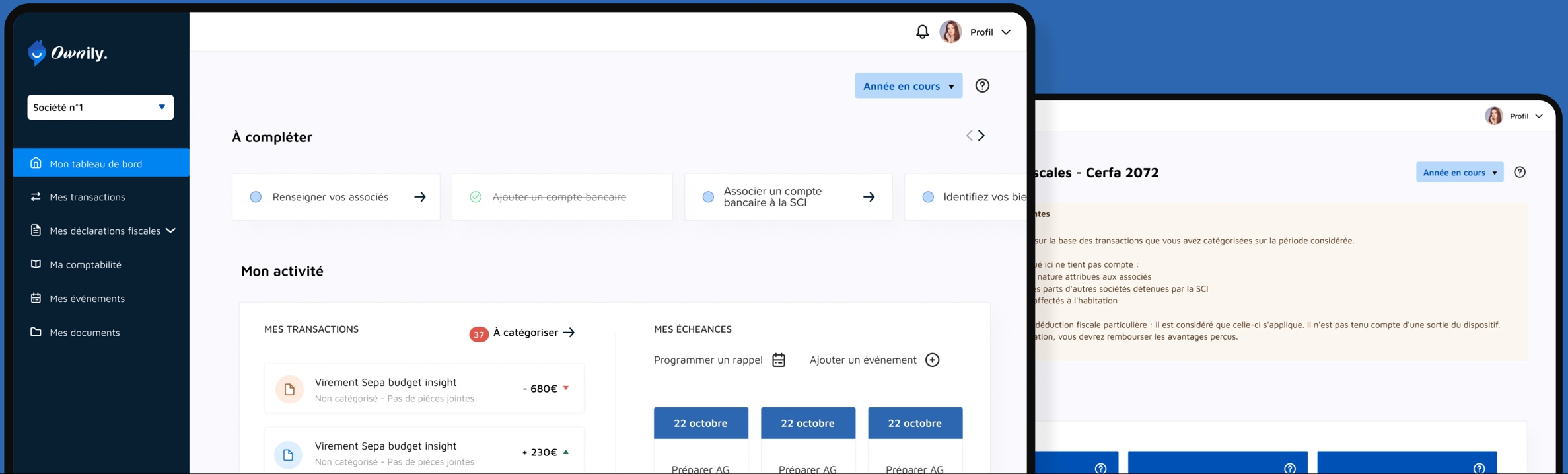
WeBurn

Top 15 US on iOS
Fitness category



Plaw

Top 50 US on iOS
All category



Ownily is a digital assistant for people who own property through an SCI, the French holding structure commonly used for real estate.

The product had a very specific constraint. An SCI comes with real accounting, tax and administrative requirements, but the people managing one are almost never accountants.

I designed the product with the Mozza collective from the ground up, working through user testing, iteration and implementation with the team. The challenge was to make a complex financial workflow feel understandable without hiding the underlying complexity.

Even something as specific as the Cerfa 2072 filing had to become something a property owner could actually navigate and complete with confidence.

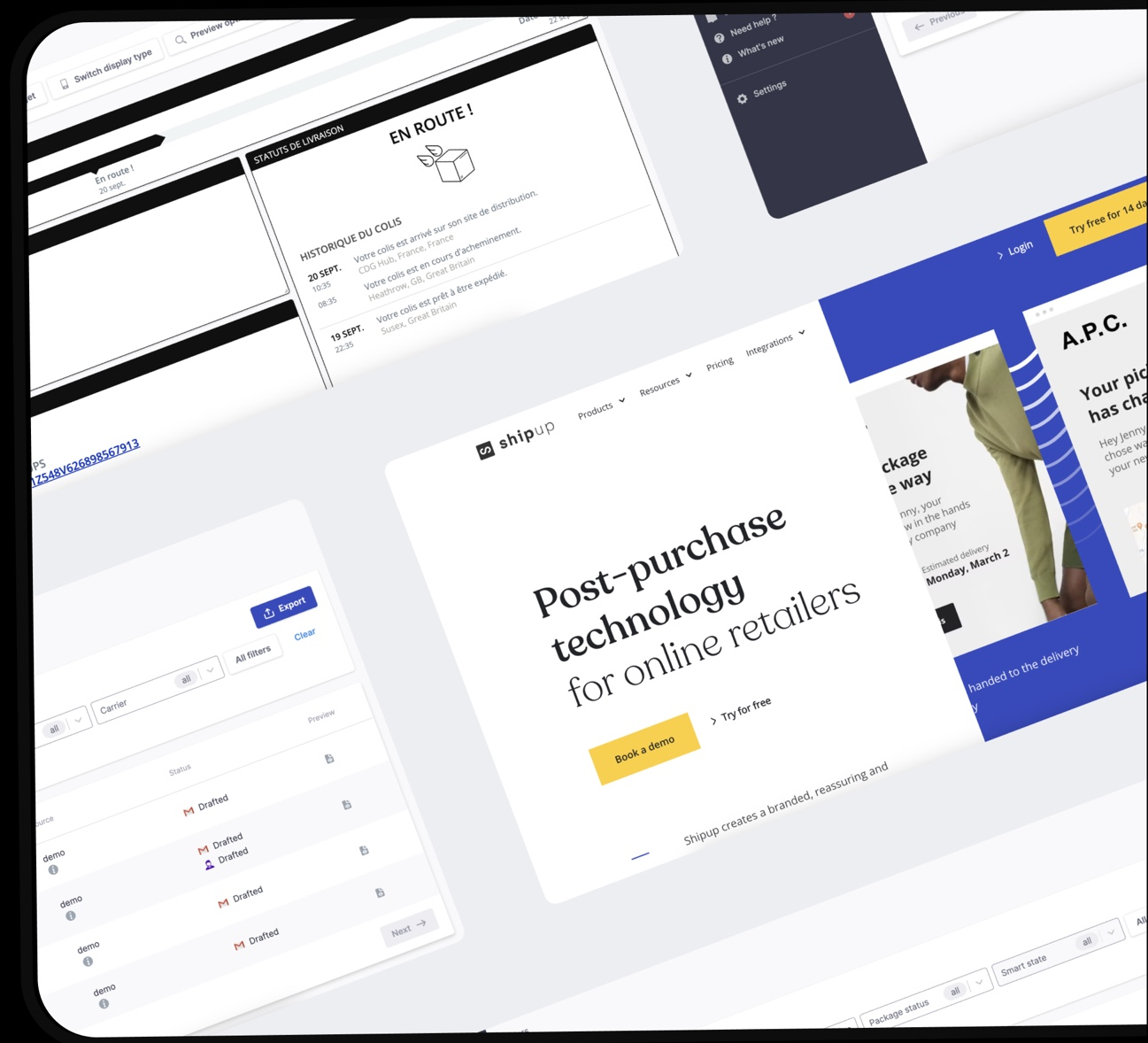


ShipUp is a post-purchase platform for e-commerce brands. It covers the tracking experience buyers see and the back office merchants use to manage what happens behind it.

Over about eighteen months, I designed the tracking and management experience end to end, including the template editor, carrier integrations and claims workflows.

The recurring challenge was the data coming from third-party carriers. It could arrive late, incomplete or contradictory, while the interface still had to communicate something accurate to the customer.

I worked closely with the team to turn these constraints into product decisions rather than treating them as implementation details. Alongside the product work, I built ShipUp's first design system, helped reshape the way the design team worked and onboarded the designers who joined after me.



Schlouk Map

Schlouk Map helps people find bars that match their taste and their budget, with real-time happy hour times across 15,169 listed venues. I designed the product with the Mozza collective.

The interesting constraint was that happy hour data goes stale within the hour, and users check the app while already walking somewhere. The whole experience had to answer one question fast: where do I go, right now, near me, for the money I have on me.



A few numbers from recent work

€2M+

first week deposit of Indy Business Account

34M+

downloads across products I worked on

4M+

active users across Kovalee's portfolio

500k+

members on VOGGT

Thank You



Yann Alessandri

Senior Product Designer · Paris · Remote across Europe, UK & US

hello@yurei.studio

linkedin.com/in/yannalessandri