

LOUIS FOURIE

PRODUCT DEVELOPER · PROTOTYPING · UX RESEARCH & DESIGN

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PROFILE

Product developer specializing in rapid prototyping, turning early ideas into working, testable interactive prototypes and carrying the strongest ones through to shipped features. Bridges design and engineering end-to-end, from first sketch to production code.

TECHNICAL SKILLS

Product & UX: Prototyping, User Research, Workflow Design, Interaction Design, Feedback Synthesis

Prototyping & AI: Wireframing, Figma, Figma Make, Claude, Prompt Engineering

Product & Data: Metabase, SQL, Linear, Notion, Git, GitHub

Development: C#, .NET, .NET MAUI, XAML, Mobile Apps, Unity, Visual Studio

PROFESSIONAL EXPERIENCE

Tenzr Health (Biointeractive Technologies)

Sep 2021 - Present

Tenzr Health helps clinicians track patient adherence and engagement with prescribed rehab exercises. The platform started with sensor-based games and has evolved toward self-reporting. I joined as a **Software Developer (Front End)**, building the app's navigation and game engine. A year in, I moved into a **Product Developer** role, owning prototyping, research, and analytics, shipping features from concept through release.

Product Developer | Vancouver, BC

2022 - Present

Product Prototyping & Validation

- Proposed and shipped a lean MVP to validate market demand for a new product area, patient education, before committing to a full build; it has since grown into one of the app's flagship features, driving **1,600+** submissions to date.
- Took product features from initial ticket through prototyping, requirements, implementation, and release, using Figma Make for rapid prototypes and Claude for coding support while adapting designs around technical constraints.
- Reviewed post-release usage and churn in Metabase to evaluate engagement and identify workflows that needed further iteration, contributing to a rise in patient login rate from **20% to 22%** over the following months.
- Led the migration of the team's Metabase analytics query library to a new production data model, establishing it as the single source of truth for reporting on a patient base of **11,000+** across product, clinical relations, and engineering teams.

User Research & UX Design

- Piloted the patient app's first direct channel for user feedback, an approach that scaled into the product team's core research pipeline and is now a primary input for roadmap prioritization. The channel has generated **2,500+** patient responses to date.
- Expanded patient feedback collection through targeted surveys and built a Metabase pipeline to streamline feedback categorization and review.

User Research & UX Design (cont.)

- Ran patient interviews alongside the survey data to pinpoint recurring UX issues in daily-task workflows, which directly shaped the navigation and onboarding redesigns that followed.
- Redesigned the patient app's navigation around daily tasks, consolidating related content and turning the home screen into a clear task list, reducing time from the home screen to first activity by up to **40%**.
- Redesigned onboarding as a flexible, resumable task list, allowing users to enter the app sooner and complete setup over time.

Interactive Rehabilitation Experiences

- Selected and adapted the Orbit MAUI game engine, building a **Unity**-inspired framework with reusable scene and game-object structures and separate gameplay, physics, collision, and animation systems.
- Rebuilt three sensor-driven rehabilitation games from Xamarin to .NET MAUI, collaborating with design to refresh the visuals and align them with the broader product experience.
- Modeled and keyframed 3D exercise demonstrations, iterating with a clinician so the animations accurately reflected prescribed movements.

Product Delivery & Platform Transition

- As Xamarin reached end of support, prioritized the patient workflows that had to carry forward and left unused legacy content behind rather than recreating the old app wholesale in .NET MAUI.
- Owned releases for the patient app, fixing UI and sensor-interaction issues, and integrating activities with backend APIs to sync exercise results, sensor data, and per-user configuration with the server.
- Contributed **100,000+** lines of code to the patient app, ranking among its top contributors, spanning platform migration work and the team's analytics infrastructure.

Software Developer (Front End) | Vancouver, BC

2021 - 2022

Design & User Experience

- Designed the app's navigation stack and core user workflows across both patient and clinician-facing flows, building key parts of it directly using clinician feedback and requirements.
- Translated rehabilitation movement goals into in-game challenges, shaping obstacle behavior to encourage the required physical range of motion.

Game Engineering & Delivery

- Mapped sensor angle data into real-time gameplay input, translating a patient's physical range of motion into movement within the game space.
- Built a proprietary Xamarin game engine and three interactive rehabilitation games from scratch, owning gameplay, artwork, animation, and implementation; shipped them as part of Tenzr's commercial physical therapy platform.

Virtro Technology

May 2021 - Aug 2021

Unity Developer Co-op | Vancouver, BC

- Created character animations in Unity for a 3D conversational AI experience based on the AI's emotion states.

EDUCATION

Simon Fraser University

BSc, Interactive Arts & Technology, Interactive Systems | Burnaby, BC | 2021

Award in Gaming - External Development Summit (XDS), 2019