JULIEN DÉRAMOND

Design System Tech Lead at Thales · Bootstrap co-maintainer

DESIGN SYSTEMS AT WORK. OPEN SOURCE AT HOME.

More than a decade of building for the frontend, crafting design systems, and contributing to open source.

Paris, France julien@deramond.dev deramond.dev github.com/julien-deramond linkedin.com/in/julienderamond

01 EXPERIENCE

THALES

Feb 2025 - Present · Paris, France

DESIGN SYSTEM TECH LEAD

Tech Lead and Project Design Authority (PDA, the architect role) of Quantum Design System for all Thales digital business products, used across 250+ deployments.

- Finalized the version 2 of the web libraries (Stencil generating React, Angular, Vue) to provide a new native React implementation.
- Redefined the entire tech strategy of the design system.
- Developed the change of paradigm where the DTCG tokens are the source of truth for all development libraries, but also design tools (Figma standalone/Tokens Studio & Penpot).
- Developed the new Design System website.
- Gathered all internal initiatives within an InnerSource group dedicated to the Design System with all types of resources created by the Core Team and the community: themes, libraries, tools, assets.
- Put in place a Teams space and a newsletter gathering 550+ folks in the community.
- Nominated as InnerSource Thales ambassador of the year in 2025.

ORANGE

5 positions · May 2008 – Jan 2025

Jun 2021 - Jan 2025 · Paris, France

DESIGN SYSTEM TECH LEAD

Tech Lead for the Orange Design System, and later the Orange Unified Design System, driving both organizational strategy and technical execution to scale design and engineering practices across the company.

Led the evolution of Orange's design system from a web-focused framework into a unified, cross-platform ecosystem supporting the entire organization. Built upon the existing open source Bootstrap-based framework used by hundreds of projects, Boosted, while structuring multidisciplinary squads to develop equivalent implementations across Android, iOS, and Flutter. Defined technical architecture, governance models, contribution workflows, and adoption strategies to ensure consistency, scalability, and long-term maintainability.

- Led the strategic analysis and launch of the transition from the Orange Design System (group-focused) to the Orange Unified Design System: a single cohesive design system merging France and Group initiatives into a unified cross-platform vision.
- Member of the Bootstrap Core Team, maintaining one of the most widely used front-end frameworks worldwide.
- Established strong collaboration between developers, designers, and accessibility experts to deliver accessible, reusable, and production-ready components aligned with design tokens and shared standards.
- Introduced Storybook as a development hub, integrating components with Zeroheight to bridge design and engineering workflows and improve developer experience.
- Promoted adoption through internal webinars, technical advocacy, and community engagement, significantly increasing awareness and usage across teams.
- Initiated and maintained additional open source projects for Orange, including themes and integrations for Storybook, Leaflet, and Apache ECharts, strengthening internal tooling and ecosystem consistency.

Focused on platform alignment, accessibility-by-design, performance, and enabling product teams to ship faster with a cohesive user experience across platforms.

Jan 2019 - Jun 2021 · Paris, France

ANGULAR DEVELOPER

Developer for the Live Objects portal, which lets users manage their IoT objects (500k+ objects in the platform), collect and store their data securely. A hybrid single-page application written in AngularJS and Angular 7.

Sep 2014 - Jan 2019 · Paris, France

QML EXPERT - QT 5/C++ DEVELOPER

C++ embedded developer in Orange STBs, as a developer or reviewer in around 20 Git projects written in Qt 5/QML 2 (applications, libraries, plugins, services), mainly Orange & Moi, PVR, DMR and a library of graphical items. Delivered in 2018/2019 on about 3 million Sagem devices (Livebox Play IHD92, TV 4 and the new UHD decoder).

Sep 2012 - Sep 2014 · Blagnac, France

QT 4/C++ DEVELOPER

C++ embedded developer in Orange STBs (Livebox Play IHD92 Sagem).

May 2008 - Sep 2012 · Blagnac, France

C/C++ DEVELOPER

Member of the C++ pole. Developed 7 C/C++ Web Services (Apache modules) linked to databases for 3 projects, mostly driven by Bash scripts in a Unix environment.

AIRBUS

May 2007 - Jun 2007 · Toulouse, France

INTERN (VISUAL BASIC DEVELOPER)

Designed and developed tooling to measure aircraft parts and non-conformities for the Quality Service of Airbus' Saint-Eloi factory.

02 OPEN SOURCE

BOOTSTRAP

2022 - Present

CORE TEAM MEMBER

Core Team member of Bootstrap: development and reviews. 175,000+ GitHub stars, used by 6.5M+ repositories and downloaded 7M+ times a week on npm. Represented Bootstrap, with Mark Otto, in the second cohort of the GitHub Secure Open Source Fund (2025).

OPEN {RE}SOURCE

2023 - Present

CREATOR

Creator of Open {re}Source, a platform for sharing and discovering the Open Source world. Resources also gathered in the Open {re}Source GitHub organization.

ADVENT OF OPEN SOURCE

2024

CREATOR

Advent of Open Source celebrated open source throughout December 2024: 25 days of daily articles spotlighting open source projects and their maintainers.

VARIOUS PROJECTS

2016 - Present

CONTRIBUTOR

20,000+ contributions across the open source ecosystem — Bootstrap, Bootstrap Icons, Orange Design System, Quantum Design System, DTCG Community Group, and more. Detailed history on OSS Insight.

03 EDUCATION

UNIVERSITÉ TOULOUSE - JEAN JAURÈS

2007 - 2010

MASTER'S DEGREE IN NEW TECHNOLOGIES FOR THE COMPANY

Computer Programming.

IUT BLAGNAC

2005 - 2007

DUT IN INFORMATICS

Two-year university technology degree (French state diploma).