

## EXPERIENCE

- Figma
- Sketch
- Invision
- UI Animations
  
- User Research
- Prototyping
- User Testing
  
- Illustrator
- InDesign
- Photoshop
- After Effects
  
- HTML/CSS
- Javascript
  
- French

**frog - Capgemini.** Remote, USA. Senior Interaction Designer, 02/2021 - Present.

Designs interactions and visuals for a wide range of digital products, from content-heavy websites to complex technical interfaces. She applies qualitative and quantitative research findings to implement user-friendly and business-oriented experiences.

**Superworld.** New York, USA. UX/UI Design Lead, 06/2020 - 01/2021.

Led, supervised and mentored three teams of five designers to revise the company's products, website and visual identity. Identified and executed new product research and development initiatives, in collaboration with product managers and developers.

**WIX.** New York, USA. UX/UI Design Intern, 06/2020 - 08/2020.

Designed and launched the new website of the non-profit organization, Art in Touch, and created an online campaign for quip, electronic toothbrush company.

## EDUCATION

**Accessibility Certification.** IAAP. 2021.

Certified professional in Accessibility Core Competencies (CPACC).

**Parsons School of Design.** USA. 2018 - 2020.

Master of Fine Arts in Design and Technology (UX/UI).

**Cornell Tech.** USA. 2019 - 2020.

Product Studio and Startup Studio.

**ECV, École de Communication Visuelle Paris.** France. 2013 - 2016.

Bachelor Degree in Graphic Design.