EXPERIENCE

User experience designer
FITCH, London 🇬🇧 UK
Jan 2018 – Now

Brand and design consultancy, digital team.
▪ UX design concepts for various websites/apps and digital touchpoints for global brands and retailers.
▪ Service design and digital strategy definition across omnichannel touchpoints.
▪ VR/AR specialist role to support the design of immersive experiences.

Clients include: ADIDAS, MACERICH, LYNK&CO, SBERBANK.

UX and VR design intern
FITCH, London 🇬🇧 UK
May – Nov 2017

▪ UX design of several digital projects using process and flow mapping, wireframing or customer journeys.
▪ Evaluation of the retail design workflow to develop new internal tools exploiting immersive technologies. Design of a VR toolkit for 3D and interior designers.

UX/UI design intern
Volkswagen Group, Wolfsburg 🇩🇪 GER
Jul – Oct 2015

Automotive manufacturer, Business development department.
▪ Discovery of the industry's specificities and the stakes for VW's services ecosystem.
▪ Supervision of workshops, user research sessions and interviews.
▪ Production of an app prototype and video explainer for a new carsharing service.

UX/UI design intern
Sensipode, Nantes 🇫🇷 FR
Sep – Nov 2014

Digital and service design agency.
▪ Research and analysis for a service design project in partnership with Safran (aircraft engine manufacturer).
▪ Design of user flows, journey maps and prototyping for both digital and industrial design projects.

EDUCATION

Immersive UX design, Master's degree (MDes)
École de design Nantes Atlantique, FR
2015 - 2017

Postgraduate program focused on user experience and specificities of immersive technologies (VR/AR/MR).
▪ Projects in partnership with companies and institutions.
▪ Master's thesis on collaborative democracy and the role of immersive media.

Virtual innovation engineering, Master's degree (MRes)
Arts et Métiers Paristech, FR
2016 - 2017

Double degree in research and production for the field of immersive technologies.
▪ Creative development and prototyping of functional VR and AR applications using game engines, 3D modelling and texturing tools.
▪ Conduct of experimental protocols to perform usability testing.

Digital and interaction design, Bachelor's degree (BDes)
École de design Nantes Atlantique, FR
2012 - 2015

▪ User-centered design through projects in partnership with professional.
▪ Strong focus on technical capabilities and methodology, as well as project management.

SKILLS

— Design

User research Interviews User journeys Flowcharts Storyboarding Wireframing Service blueprint Copywriting Visual design Storytelling

Sketch, Figma, Photoshop, Illustrator, Axure, Omnigraffle.

— Prototyping

Usability testing High fidelity mockup Interaction design Motion design

Web stack (HTML/CSS/JS), Adobe XD, Invision, Framer, Principle, After Effects, Premiere Pro, Spark AR, Unity, 3DS Max, Substance.

— Languages

French (native), English (fluent – TOEIC 945)

DISTINCTION

— Volkswagen Research Prize

Jan 2016 – Wolfsburg, Germany
'Most innovative project'

INTERESTS

— Game design

Lowpoly modelling, level design and gameplay mechanics.

— Branding

Visual identities and illustration.

— Creative writing

Short stories and essays.