

**GENERAL INFORMATIONS**

Date of birth	February 7, 1993
City of origin	Fribourg (CH)
Current city	Fribourg (CH)
Languages	French mothertongue English professional proficiency (C1) German basic knowledge
Hobbies	Illustration, painting murals, learning spanish, hiking

**WORK EXPERIENCE**

2016 – 2017	<b>TELEPORT</b> Lead UX Designer Leading the design of Teleport, a swiss service to create interactive online videos. My work covered research, design, prototyping and testing. <i>Duration: March 2016 - May 2017</i>
2015 – 2016	<b>RESTONS-SERIEUX</b> Junior Graphic Designer Design and illustrations for the game «Tabula Rasa» made for the RTS, and other graphic design tasks such as branding, motion design, and illustration <i>Duration: April 2015 - March 2016</i>
2014 – 2015	<b>FREELANCE</b> Freelance Graphic Designer <i>Duration: August 2014 - April 2015</i>
2014	<b>HORSFORM</b> Motion/Graphic Designer intern <i>Duration: July - August</i>
2013	<b>GOLDENER WESTEN (BERLIN)</b> Motion/Graphic Designer intern <i>Duration: March - June</i>
2012 – 2013	<b>FILMGRAPHIK (BERLIN)</b> Motion/Graphic Designer intern <i>Duration: December-March</i>

**EDUCATION**

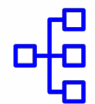
2009 – 2013	<b>EIKON EMF</b> Interactive Media Designer Diploma (CFC)
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**CONTACT**

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**SKILLS****RESEARCH**

Pain points identification, goals definition, understanding of the target audience, competition analysis

**DESIGN**

Creation of paper and interactive prototypes, branding, user interface design, animations

**ATOMIC DESIGN**

Creation of tailor-made design systems, shared between designers and developers

**CODE**

Fluency in CSS and HTML, to help developers turn designs into production code

**TESTING**

Testing functionality and design for each iteration, writing and sharing testing reviews

**ILLUSTRATION**

Vector illustrations and 2D animations for case studies, presentations and other medias