

EXPERIENCE

UX Designer/Researcher UseConcept

October 2021 - Present

I managed healthcare-focused projects, conducted various user research methods and apply my UX design proficiency to improve products and interfaces usability based on user needs.

- Coordinated planning, external provider communication, and user recruitment for multiple UX projects.
- Conducted over 100 user tests, as well as numerous surveys, and ergonomic audits, analyzing and synthesizing the results into comprehensive reports that provided actionable recommendations to improve user experience and reduce use errors.
- Facilitated focus groups and workshops to identify user needs and product specifications, resulting in personas, experience maps and insights.
- Led co-creation workshops to define interface functionalities and architecture, resulting in user flows and mock-ups on Figma.

Product research & customer care intern Philips

February 2021 - August 2021

I conducted extensive user research, developed a new user interface, and collaborated with cross-functional teams to improve the usability of a hair removal device.

- Conducted 10+ user observations to identify current product problems and define project objectives using Pareto curves.
- Launched a survey and conducted 20+ interviews to define target users and synthesized research findings into personas, empathy maps, and experience maps.
- Designed and iterated icons and interface proposals using insights from survey, 20+ remote prototypes tests (A/B testing) and co-creation sessions with the design team.
- Communicated project updates to the team through reports that included research findings, design iterations and final proposals.

AWARD

UX Design Awards New Talent

2021

SKILLS

UX

User research (qualitative, quantitative and guerrilla)
Usability testing
Ergonomic audit

Workshop facilitation
Reporting
Wireframing
Prototyping

Software

Adobe Creative suite (Photoshop, Illustrator, InDesign, Premiere, XD)
Office suite
Figma
Blender

EDUCATION

Master's degree in Design Engineering Manager - interaction 2021

Institut Supérieur du Design, Valenciennes

Bachelor's degree in Game Art 2019

Supinfogame, Valenciennes

Applied Arts Upgrade 2016

Institut Saint Vincent de Paul, Loos