Melanie UX Designer

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Workshops skills
Stakeholder/Users Interviews,
Ideation, Personas, Experience maps,
Blueprint Requirements gathering,
Sketching, Prioritisation,
Presentations.

UX skills
Audit, Research, Analytics, IA,
Requirements, Sketching, Wireframing,
Annotations, CRD, Prototyping, User
Testing UX Specification, Visual Design
(interfaces).

Most used Tools
Photoshop, Illustrator, Indesign,
Sketch, Keynote, Invision, Lucidchart,
Trello Principle, Origami, Jira, Slack.

Code and Theory Reference
Rufus Kahler

Bureau for Visual Affairs Reference
Hollie Lubbock

Languages
French: mother tongue
English: Everyday spoken
German: B2

About

For Melanie, User Experience is about finding a harmonious balance between the needs of users and those of the client. She is a great believer in research, analysis and planning. Fully understanding a brand's positioning and needs is integral ahead of creating appropriate, functional systems. Currently supporting the UX team at Code and Theory across a number of projects, she has been most recently focusing on a website redesign for Google.

Experience

2016 - Current: UX designer at Code and Theory, London, UK.
Working on a number of digital products and services accross all platforms, Melanie collaborates closely with clients and teams to make sure that the goals and needs are reached. She has been most recently focusing on a website redesign for the Britain's oldest museum, and a redesigning an online platform to spur the europeean news ecosystem f in collaboration with Google.

2014 - 2016: UX Designer at Bureau for Visual Affairs, London, UK.
Working on a range of webdesign projects for cultural institutions (National Theatre, V&A, Kew Gardens + 10 more) on multi platforms.
Strategy, Interviews, Personas, IA, Accessibility, Sketching, Wireframes, Specifications, User testing, Iteration, Agile method.

2013: Partnership with the French culture ministry, Nantes, France
Re-think the browsing experience of the French Archives on multi-platforms.
Discovery, Sketching, Wireframes, Prototyping, UI.

2013: Partnership with Orange, Nantes, France
Service design project around network provider and 4G new needs, mobile.
Discovery, Wireframes, UI, Prototyping, Video.

2012: Partnership with Atlantic 2.0 (Web2day), Nantes France.
Create an interactive agenda for this major digital event in France, Tactile table.
Workshop, Personas, Sketching, UI, Coding, Testing

2011: Internship at Regards, Rennes, France
Specialised in 360 interactive view, helping the team to design interfaces on a number of different projects.
Wireframing, UI, 3D, Flash, Prototyping, Animation

Education

2014: Master degree level at l'Ecole de Design Nantes Atlantique, Nantes, France
Specialised in information design (data analyst, data visualisation).
Master degree project about Search Engines

2012: Semester abroad at the HKU, Netherlands
Working on defining and developping an interactive product for the Head of University.

2012: Bachelor in interaction design at l'Ecole de Design Nantes Atlantique, Nantes, France
Digital and graphic user interfaces, games and video, web and media application, interactive installations and team projects.

2009, Economics A Level, specialisisation in social sciences ans applied arts.