

PROFILE

With over than 10 years of experience in digital, from a video game start-up to a global publishing company, I am flexible and a quick learner.

I love to untangle messes and to bring clarity and a shared understanding between teams.

And as a former web developer, I am also quite keen on creating and maintaining modular design systems.

EXPERIENCE

UX/UI ARCHITECT

Jun 2022 – present

Univa Paycast, Tokyo, Japan

- Information architecture: flow and structure diagrams to clarify business rules and align the different teams' understanding
- Creation of a pattern library for financial statements
- Creation of a design system for online checkouts

UX/UI DESIGNER

Feb 2019 – June 2022

Univa Paycast, Tokyo, Japan

- Creation of a modular design system to standardize UI and UX across management consoles
- Redesign of management consoles (content architecture, navigation, visual design)

WEB PRODUCER (TECHNICAL LEAD)

Apr 2017 – Nov 2018

Macmillan Education / Springer Nature, London, UK

- Technical Lead of front-end development team: CSS architecture set up to support design system, documentation and promotion of best practices
- Recommendation of technical solutions, clarification of technical parameters and identification of production dependencies to support stable content production
- Contribution as functional and content creation expert to development of the in-house responsive HTML/CSS framework
- Collaboration with UX/UI team to develop modular design system

WEB PRODUCER

May 2013 – Apr 2017

Macmillan Education / Springer Nature, London, UK

- HTML/CSS development for in-house responsive framework
- Workflow documentation and technical guidelines set up and production
- Team members and external suppliers training
- Wireframes design for e-learning application

SKILLS

User experience
Information architecture
Wireframes
Adobe XD

LANGUAGES

English: fluent
French: native
Japanese: intermediate (N2)

WEBMASTER

May 2011 – May 2013

Institut français, London, UK

- Complete redesign and development of main website (traffic +30%)
Sole designer and developer – 6-month project
UX/UI design: business requirement and user needs analysis, content architecture, wireframes, interface design
Wordpress development: theme, custom database tables, bespoke back-office plugins (HTML/CSS & PHP/MySQL)
Project management (12 stakeholders)
- Festival websites design and development (Wordpress)
- E-flyers and newsletters design

FLASH DEVELOPER & GAME DESIGNER

Jun – Nov 2010

Kiniro, Lyon, France

- AS3 Flash/Flex development for a multiplayer mobile game
- Game design (non-linear story with multiple viewpoints)

WEB DEVELOPER

Jul 2007 – Aug 2009

Bayard Service Web, Le Bourget-du-Lac, France

- GWT/Hibernate back-office development (Java web application)
- Database design
- InDesign scripts development, to convert XML into PDFs

EDUCATION

GAME & LEVEL DESIGN

Gamagora (Lyon 2), University degree, with distinction
2009 – 2010 Lyon, France

DIGITAL DESIGN & DEVELOPMENT

Gobelins, Professional master degree
2007 – 2009 Annecy, France

DIGITAL DESIGN & DEVELOPMENT

Savoy University, Undergraduate degree
2005 – 2007 Le Bourget-du-Lac, France