

Camille Lemaire

UX/UI Designer

ABOUT ME

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

I love to analyse, design relevant solutions and modular systems.

I am especially interested in user-centered design as well as education and languages.

WORK EXPERIENCE

UX/UI Designer 2019-present
Univa Paycast, Tokyo Japan permanent

- Redesign of management consoles and design of new products (content architecture, navigation, visual design)
- Creation of a design system to standardize branding and experience across websites and applications

Web Producer (Technical Lead) 2017-2018
Macmillan Education / Springer Nature, London UK permanent

- Technical Lead of front-end development team: defined CSS architecture to support design system, set up documentation and promoted best practices
- Recommended technical solutions, clarified technical parameters and identified production dependencies to support stable content production
- Contributed as functional and content creation expert to development of the in-house responsive HTML/CSS framework
- Collaborated with UX/UI team to develop modular design system

Web Producer 2013-17
Macmillan Education / Springer Nature, London UK permanent

- Developed HTML/CSS layouts on the in-house responsive framework
- Wrote workflow documentation and technical guidelines
- Trained team members and external suppliers
- Designed wireframes for e-learning application

Web Developer & Designer 2011-13
Institut français / French Embassy, London UK 2-year contract

- 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 development
Wordpress development: theme, custom database tables, bespoke back-office plugins (HTML/CSS & PHP/MySQL)
Project management (12 internal stakeholders)
- Designed and developed festival websites (Wordpress)
- Designed e-communication (flyers, newsletters)

Flash Developer & Game Designer 2010
Kiniro, Lyon France 6-month contract

- Developed a AS3 Flash/Flex prototype for a multiplayer mobile game
- Defined game mechanics (non-linear story with multiple viewpoints)

Web Developer 2007-09
Bayard Service Web, Savoy France 2-year apprenticeship

- Developed GWT/Hibernate back-office development (Java web application)
- Designed database model & classes
- Developed InDesign scripts to convert XML into PDFs

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UX/UI Designer

SKILLS

UX Design

User need analysis
Content architecture
Wireframes

Programming

HTML
CSS

Softwares

Photoshop
Illustrator
InDesign

Languages

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

EDUCATION

Design

Central Saint Martins, SVA, Domestika

2013-present
evening/online courses

- Photography, printmaking, drawing, illustration, typography

Transmedia Workshop

Transform@Lab, UK / France / Hungary

2012
4-week workshop

- UX design, game mechanics and interface design (wireframes) on *Tasty*, a pervasive food city game (pitch developed during the lab)

Level & Game Design

Gamagora, Lyon France

2009-2010
University Diploma, with distinction

- Level production management (from gameplay ideas to playtests) as Lead Level Designer on *Luna*, a puzzle/platform game (3-month project)

Multimedia Design & Development

Gobelins L'École de L'Image, Annecy France

2007-09
Master Degree

- Multi-touch table application development (Flash AS3) as Technical Lead and UX Designer for *Pùsh*, a multimedia system/ARG for museums (1-year project)

Communication Services & Networks

Savoy University, France

2005-07
Technical Degree

- Communication, web development, graphic design, network administration, sound and video editing

French Baccalauréat in Science

Savoy, France

2005