

Anaïs AHAMADA

UI / UX Designer

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TOOLS

- Figma
- Blender
- Photoshop
- Notion

HARD SKILLS

- I can establish styleguide according to an existing brand.
- I know how to conduct a user interviews to get effective feedbacks.
- I can create Lofi, Midfi and High fidelity wireframes.
- I can prototype an application.
- I can display effectively app's functionalities with realistic Mockups.

LANGUAGES

- French (Native)
- English (Fluent C1)
- German (Beginner A2)

EDUCATION

UI Design Certification

Career foundry

- Visual design fundamental
- Designer - Developers handoff
- Pixel Perfect Designs
- Figma mastery

Motion Graphic Licence

Gobelins Paris

- Storyboarding fundamental
- 2D After effect animation
- Project managing techniques
- Frame by frame animation

Decorative Painter Certificate

LP Hector Guimard

- Wall painting
- Freelancing and business introduction
- Drawing fundamental

Graphic Design Certificate

Adolphe Chérioux Highschool

- Graphic design fundamental

SUMMARY

UI/UX Designer with an artistic background. During my artistic career, I learned how to organize a project efficiently from brief to delivery, while facilitating collaboration between colleagues. I'm flexible enough to add the necessary modifications to an application's interface up to the version imagined by the customer. I can provide illustrations for applications that demonstrate my solid drawing skills.

UX/UI PROJECTS

Wagonote | Note Taking app | 1 month

- According to my target users and their needs, I conceived a sober and functional UI.
- Before wireframing, I began a competitor analysis to see what functionalities work well and how I could learn from my competitors.
- I built a custom set of icons using Figma.
- You can read all the details on my [case study](#).

Recimate | Recipe app | 2 months

- I went through the complete UX process which was : directing user researches, the 5 Ws, shaping personas and most importantly : Rapid prototyping to get as much feedback as possible very early on the project.
- The first month was used for the UX process and the second one for the UI process. You can read the whole process on [my case study](#).

Creative Memo | Productivity app | 1 month

- This productivity app targets specifically creative people who work with files and pictures. My wireframes were based on my user researches.
- The main app's challenge is to adapt a desktop tool for a mobile usage.
- For more information you can read the case study [here](#).

Spendsafe | Money Saving Tool app | 3 weeks

- This money saving tool is built on this user story " As a user, I want to see a dashboard of my finances clearly and visually, so that I can see how much I am spending on what at a glance " So I did a user flow situated on that story and focused on the dashboards screen only.
- I learnt from my previous projects so it allowed me to come up with new ideas faster. You can also read the [detailed case study](#).

WORK EXPERIENCE

Motion graphic and Graphic Designer | Teebike | Remote | 2020 - 2022
2 years Apprenticeship

What I did

- Graphic redesign of the brand's visual identity
- Explainer video in 2D motion graphics
- Content creation for start-up's social media pages
- Video editing for interviews

Transferable skills to UI / UX

- Agile work method by involving Teebike's customers early on
- Design illustrations for website
- Design startup's style guide for freelance collaborators