Chaymae Lougmani
UX Designer

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PROFILE

I'm a quick thinker and have the ability to rapidly prototype.
I write about ideation and rapid prototyping on Medium.com

AWARD

PeaceHack
Hackathon winners
International Alert, Oct 2016
Google Campus, London

GUEST SPEAKING

Women Who Code
How to design good forms. Empathy is key to design good digital products.
CodeNode, London

ONLINE CERTIFICATIONS

Human-Centered Design
Jul2016, UC San Diego

Design Principles
Aug 2016, UC San Diego

Social Computing
Aug 2016, UC San Diego

Input and Interaction
Sep 2016, UC San Diego

User Experience
Research and Prototyping
Oct 2016, UC San Diego

INTERESTS

Contemporary Art
I am a member in London's major museums. I myself am a visual artist and I am curious about other people's perception of things.

Languages
I speak French, Arabic, English and currently learning Spanish.

UX in Virtual Reality
I read and attend talks about VR
I own three VR headsets and
I explore design for VR.

SKILLS

- User Experience Design
- User-centered Design
- Interaction Design.
- User Interface Design
- User Research
- Paper & Sofetware Prototyping
- Usability Testing
- HTML/CSS

Software: Sketch, Invision, Principle, Final Cut Pro, Marvel, OmniGraffle, Balsamiq, Photoshop, After Effects.

Methodologies and frameworks: Lean, Agile, double diamond.

EXPERIENCE

UX DESIGNER
General Assembly Sep – Nov 2016

Body You: Client Project
We built a prototype for a user-friendly app for Body You. The app enables their customers to match with their personal trainer based on their personality, book and pay for personal trainer sessions.

Let it Fly!
Redesigning Virgin Atlantic's mobile app: This was a two weeks design sprint pet project. We integrated Virgin Atlantic's in-flight services in a mobile app offering the users a seamless flight journey.

Sportlize
This was a two weeks design sprint. I built a prototype for a sports app that allows users to find sport activities near their area.
It combines doing physical activities with socializing and connecting with people. I used Google Material Design Language for this project.

ART DIRECTOR / SET DESIGNER / VISUAL ARTIST
Morocco, India, Vietnam, United Kingdom 2012 – 2016

I opened two businesses in the past and managed people from different backgrounds in different countries.

I remodeled Interaction Design principles and used materials to create fictional spaces. I helped actors emphasize their emotions for a meaningful performance and I took spectators to a dream world where they associated themselves with fictional characters and released their repressed emotions.

EDUCATION

General Assembly
UX Design Immersive Sept – Nov 2016

University of California, San Diego
How to Design Good User Experiences, online course, Jun 2016 – Dec 2016

Indian Institute of Hardware Technology
CSS / HTML, 3 months course, May 2013

The Higher Institute of Dramatic Arts and Cultural Activities
Bachelor of Arts in Scenography, 2008 – 2012