

FRANCESCA PARIS

UI Designer

Portfolio: <https://francesca-paris.github.io/portfolio/>

 London, UK

 [Dribbble: FrancescaParis](#)

 [Behance: FrancescaParis](#)

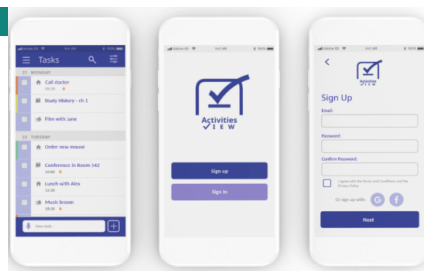
 FrancescaParis90@gmail.com

PROFILE

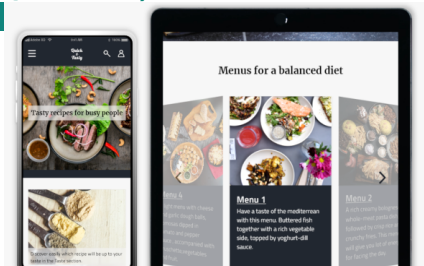
UI designer with a background in 3D environment art. Passionate about creating digital visual products, using design principles to guide the user toward a certain goal.

PROJECTS

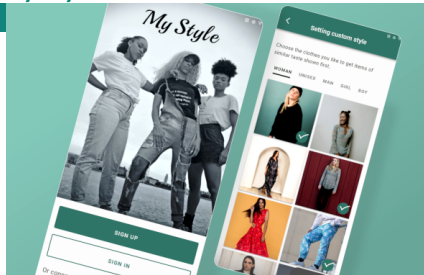
Activities View



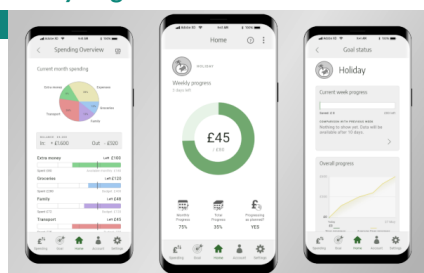
Quick & Tasty



My Style



Money Organizer



SKILLS

User Research
User personas
Wireframing
Creation of a style guide

UI elements, patterns and hierarchy
Design principles and heuristics
Usability and A/B testing
Mockup Design

Responsive Design
Prototyping
Basic HTML and CSS knowledge

EDUCATION

CareerFoundry

UI Immersion Program | 2020- 2021

The program covered mainly UI Design with a secondary focus in UX Design. During the final Frontend Specialization I have also learnt the basics of HTML, CSS and JavaScript.

Interaction Design Foundation

Gestalt Psychology and Web Design: The Ultimate Guide | 2020

The Ultimate Guide to Visual Perception and Design | 2020

Computer Graphics Master Academy

UE4 Modular Environments | 2017

Intro to Environment Art | 2016

University of Central Lancashire, UK

BA Games Design | 2011 - 2014

EXPERIENCE

3D Artist

Futurium | Bangor, UK | 2018 - 2020

- Creating 3D models following the architect specification sheets
- Adapting textures using Adobe Photoshop

Digital and Content Marketing Executive

Gruppo Trentino di Volontariato. Trento, Italy | 2017 - 2018

- Writing articles and creating web pages using Joomla and Adobe Spark Page
- Social media content creation and managing content releases
- Data analysis and reporting (Google Analytics, Google Business, Facebook Insight and Instagram Insights)
- Managing marketing campaigns (Google Adwords)

Game Artist

Freelancing | 2016 - 2018

I worked with 3 start-ups collaborating in the creation of 3 game projects. My tasks included:

- Creating 3D models, textures, materials.

Game Artist and Game Designer

Internship | Corehab | Trento, Italy | 2015

- Generating new game ideas and game mechanics
- Creation of concept art, 3D modelling and texturing