Résumé en anglais de l'apprenant Jérémy FÉLIX

As part of the "Concepteur / Développeur d'Applications DevOps" course offered by the SIMPLON training organization, I took charge of all the design and production phases of my masterpiece project entitled "Les As de l'UX".

It's an application that mainly puts people in charge of creating or redesigning web projects (sites or applications) in touch with other users of the application (amateurs and UX design professionals alike) in order to automate user testing and thus gather several external and constructive opinions in the form of a global analysis, downloadable by the customer in the form of a PDF. All this allows the customer to retain control of their project by simply obtaining constructive advice from several users/testers of their web project.

At the end of the process, some users are rewarded for their feedback. This method of paid bug detection is based on the concepts of "Bug Bounty" (originally designed to detect bugs in code), continuous improvement and collective intelligence.

I chose the theme of UX Design because it's in line with one of my areas of interest, and it's a notion to which I've been made aware during my previous training courses.

To explain why I did this project on my own, you need to know that I first started working in pairs with Arnaud LAFORGUE, but as my basic concept was not yet very well defined, the trainers advised him to go ahead with his project, and me to work with him; However, as I didn't really see myself in his project for a CV generator based on answers given to multiple-choice questions on scientific subjects, I preferred to develop my application idea, as I remained convinced that the UX Design sector had great practical potential in the web world. In short, working on my own required more organization and a greater workload than if I'd been part of a group, but I've long been used to taking projects from A to Z.

Our class had a total of 6 weeks to complete this masterpiece project. And, since we started the project during the school year, I had the opportunity to gradually apply the skills I'd acquired during the practical work and the briefs I'd done (to enable me to know where to look for information more quickly, I also listed reference projects which I then used as resources to reproduce the same approach in the code for my personal project).

My favorite part of the project, and also the one I'm most proud of, is undoubtedly the application's frontend, which I coded using the same content and page layout as the prototype.

As part of this project, I would have liked to improve further:

- the administrator area, with its specific functionalities
- The presence of the gamification concept at different stages of the user journey
- Automate payment for the publication of a project by a customer, and the bank transfer of users who have published comments selected by the customer.
- A filtering system for published redesign projects, making it easier to find projects that match users' affinities.
- Refactoring of certain redundant parts of my code (to improve maintainability)
- Etc.

At the moment, I don't feel I've achieved the ambitions I set myself for "Les As de l'UX"... Ultimately, however, my aim is for "Les As de l'UX" to become an iconic application that can automate quality user testing to improve the user experience on many web projects (whose demands on users are constantly increasing in the "all-digital" age).

Ideally, I also plan to use the application in a professional environment (to publish web projects) but also in an extra-professional environment (to publish comments on web projects).

To sum up my year of training at Simplon, at the start of the year I already had a basic understanding of IT development, but the discovery of the React JavaScript framework was very beneficial for me, as it enabled me to arrange my code in a more optimized way, in the form of nested components with limited functionality.

In conclusion, the development of this masterpiece project further strengthened my resolve to pursue a career as a front-end developer.