

Nathalie de Vallière

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Work

Work & Company Design Intern

New York, United States | Jun–Sept 2017

Worked on mobile design centric projects. Areas of focus include user experience and visual design. All work was created under mentorship guidance while working closely with visual and user experience design leads and developers.

Information Architects User Interface Design Intern

Zurich, Switzerland | Jun–Oct 2016

Designed the website of iA Writer. Created visual content with Adobe Illustrator and Sketch. Prototyped rough versions in Axure. Higher fidelity prototypes done with HTML5, SCSS and Kirby following BEM principles. Conducted research for Web Trend Map 6 and wireframed first versions of associated app.

StackMap User Experience Design Intern

San Francisco Bay Area, United States | Jul–Sep 2015

Redesigned user interface of admin software for libraries. Conducted user research with customers of the product and prototyped in Bootstrap, HTML5, CSS3 and JavaScript. Focused on enabling first-time users, future customers, to work with and understand the product without needing external help.

Atelier Tschachtli Design Intern

Bern, Switzerland | Jan–Mar 2013

Assisted with architectural design projects. Modelled virtual city and created 3D animations with Maya Autodesk.

Study

Central Saint Martins BA Graphic & Communication Design

London, United Kingdom | Sep 2015–Jun 2018

Royal Academy of Art KABK BA Graphic Design

The Hague, Netherlands | Feb–Jun 2017 (Erasmus Programme, Student Exchange)

Central Saint Martins Foundation Degree

London, United Kingdom | Sep 2014–Jun 2015

Skills

Coding

CSS3

HTML5

Processing

JavaScript

SCSS

Prototyping

Axure

Framer

Pixate

Principle

Unity

Visual Design

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Cinema 4D

Sketch