Valentina Coletti
UX Designer
Technical Project Manager

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Switzerland

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Swiss
14.02.1987
Unmarried
Driving license B

Professional skills

UX skills
User research - Interview, Survey, Contextual inquiry, Observation, Data analysis, Collaborative Workshop, Brainstorming, Persona, Scenarios, User flows, Storyboarding, Conception, Presenting to Stakeholders

Prototyping - Sketching, Mobile/Desktop/Web Design, Interaction/Interface/Iterative Design, Wireframe, Low/Hi-fi Prototyping

Evaluation - Usability test, Thinkalouds evaluation, A/B testing, Usability principles, Heuristics evaluation

UI/UX Prototype tools
InDesign, Illustrator, Axure, Photoshop, InVision, Sketch 3, proto.io, Balsamiq, Survey Monkey

Programming languages
HTML5, CSS3, Javascript, jQuery, AngularJS, Java, C, XML, langages scripts, Perl, Python, C++, Qt, Swift

Others
MVC, Ergonomy, UCD, Scrum, Trello, Git, Wordpress, Ogre3D, Microsoft Office, Zeplin

Languages

English

French

Italian

German

Spanish

Work experiences

UX DESIGNER
@Logic Center, Lausanne
SEP 2016

Conception of the user interface of the Clinique Cecil emergency center application, Lausanne.

TECHNICAL PROJECT MANAGER
@Coteries SA, EPFL Innovation Park
JAN - MARCH 2016

Management of Planify project for four platforms (iOS, Android, CMS and website): dispatch tasks, planning and development focused on the evolution of the iOS.

UX DESIGNER & SOFTWARE ENGINEER
@Coteries SA, EPFL Innovation Park
APR - DEC 2016

Development of a new iOS application (Planify app) in Swift Xcode, user interface conception for Planify CMS, mockup in proto.io and other projects.

UX DESIGNER & SOFTWARE ENGINEER
@Hydros Innovation SA, EPFL Innovation Park
FEB 2014 - FEB 2015

Development of a new user interface of a boat simulator in C++, Qt and Ogre3D: conception and implementation by using the principles and process of User-Centered Design (user research, prototyping and usability test) and backend development.

Education

PROFESSIONAL SCRUM MASTER I
2016

CERTIFICATE PAO (ILLUSTRATOR, INDISIGN, PHOTOSHOP)
2016

MASTER IN COMPUTER SCIENCE (http://mcs.unibnf.ch)
@University of Neuchâtel and Fribourg
2014

Master thesis: "T-UCD – An extensible tool for User-Centered Design Beginners and practitioners"

AUTHORISED ECDL TESTER CERTIFICATE
2012

BACHELOR IN COMPUTER SCIENCE AND MATHEMATIC METHODS, ITALIAN AND FRENCH AS A FOREIGN LANGUAGE
@University of Lausanne
2011

Interests