



Valentina Coletti

UX Designer
Project Manager



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Swiss
14.02.1987
Single
Driving license



Professional skills

UX skills

User research - Interview, Survey, Observation, Data analysis, Collaborative Workshop, Persona, Scenarios, User flows, Storyboarding, 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

UI/UX Prototype tools

Sketch 3, proto.io, InDesign, Illustrator, Photoshop, InVision, Axure, Balsamiq

Programming languages

HTML5, CSS3, Javascript, jQuery, AngularJS, Perl, Python, C++, Qt, Java, C, Swift



Languages

English



French



Italian



Work experiences

UX DESIGNER & PROJECT MANAGER

@NVISO, EPFL Innovation Park Lausanne

DEC 2016 (CURRENT JOB)

Create from scratch the user experience of the new product EmotionAdvisor which is composed of 5 components (dashboards, email, website, web apps). Creation of wireframes, performing usability evaluation, contacting clients, developers and project management.

UX DESIGNER

@Logic Center, Lausanne

SEP 2016 (1 MONTH)

User interface conception of the Clinique Cecil emergency center application.

TECHNICAL PROJECT MANAGER

@Coteries SA, EPFL Innovation Park Lausanne

JAN - MARCH 2016

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

UX DESIGNER & SOFTWARE ENGINEER

@Coteries SA, EPFL Innovation Park Lausanne

APR - DEC 2015

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 Lausanne

FEB 2014 - FEB 2015

UX Design and development of a new user interface based on an existing one of a boat simulator in C++, Qt and Ogre3D. Design based on User Centered Design approach (user research, prototyping and usability test).



Education

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"

• Bachelor in Computer Science and Mathematic Methods, Italian and French as a Foreign Language, University of Lausanne, 2011

• Certificate PAO (illustrator, InDesign, Photoshop), 2016

• Professional Scrum Master I, 2016



Interests

