Virginie Bonhomme

Fullstack UX Engineer

👤 Profile

Through empathy and creative problem solving, I strive to bring a unique approach to software engineering and design. Stemming from a creative background as a mixed-media artist, I can offer a fresh perspective on design and functionality in pursuit of servicing all communities.

💼 Employment History

Software Engineering Immersive at General Assembly , Remote

November 2021 — March 2022

Successfully completed 500+ hours of expert led instruction in HTML, CSS, JavaScript, and hands on learning of React and Ruby on Rails fundamentals and the industry's most in demand technologies. Developing projects, including:

- Gameterest: Built with React and MongoDB as the backend.- Gameterest is a web application that allows gamers to stay updated and share their interest on video games. (Group Project Role: Product design and CSS, login and sign in functionality.)
- Hov-Said-What?: Built with React and Air-table as the backend.– Hov-Said-What? is an application that allows users to read and share their favorite motivational Jay-Z lyrics/bars.
- Art Shuffle: Built with vanilla JavaScript– Art Shuffle is an application that allows users to search their favorite fine artist or discover a new one through a random search.

Product/UX Design at Freelance, New York City

May 2021 — Present

Managed usability testing for landing pages in preparation for Web site redesign. Defined testing parameters, prepared prototypes, recruited users, facilitated tests and reported results.

Completed user research to identify opportunities for improving leads and Web presence. Efforts drove the following enhancements:

- Replacement of vague objectives with clear calls to action, increasing Therapy For Us By Us leads by 10%
- Created more intuitive site navigation by eliminating misleading labels and unnecessary clicks.

Art Instructor at The Knowledge Project , Brooklyn, NY

May 2014 — January 2020

Developed a syllabus in accordance with the The Knowledge Project student learning outcomes.

Evaluate students weekly to revise lesson plans and prepare new materials accordingly.

Details

201-554-3055

virginiebonhommeux@gmail.com

Links

Portfolio
GitHub
Linkedin

Skills

HTML/CSS/JavaScript

React JS

Ruby on Rails

Node.js

MongoDB

SQL

Git

GitHub

Design Thinking

Design Theory

Usability Testing

User Research & Persona Creation

Figma

Adobe Creative Suite

Leadership

Collaboration

Languages

Haitian Creole

Curated and raised $5,000 in funding for art exhibitions to showcase students' artwork

Nike ID Design Consultant at Nike, New York, NY
November 2007 — April 2010
Executed Nike's design processes daily while displaying an innovative-mindset of creative curiosity.

Delivered a unique customer experience while working with premium clients to create custom footwear utilizing Nike's design suite software.

🎓 Education

Diploma, Benjamin N. Cardozo, Bayside, Queens
September 2004 — June 2007

🌱 Extra-curricular activities

Self Published 3D Art Book: Duende
November 2019