



Andrea Moncada

UX/UI Designer

+ 2 years of experience

Skills

UX Design

Design composition, Service design, UX Research, UX Writing, Design foundation, Design Pattern

UI Design

UI Component, Mobile Design, Design Composition, Accessibility Design (o Design Accessibility), Information Architecture, Sketching / Wireframing

Research and Analysis

Identifying market trends and user needs through feedback analysis to adapt solutions to expectations and evolutions

Project Management

Planning and organization of UX methodology, Workshop facilitation

Artificial Intelligence

Utilisation de Claude et Gemini pour l'optimisation de la recherche UX et la génération de contenu.
Prototypage rapide et assistance au développement front-end via Cursor et Figma Make

Tools

Figma, Adobe Suite , Webflow, Rhino, Keyshot
Microsoft Suite, Google Suite
Miro, Notion, Dovetail, Monday, Slack
Claude, Gemini, Cursor

Companies

AREP
Agirc-arrco
Colas
Groupe Atlantic
Métropole AIX-MARSEILLE PROVENCE
OPPBTP
Synergie
Vamos Bike

Sectors

Public Service, Construction/Building, Business Services, Communication / Advertising

Education

EMlyon (Paris)	Futur
MS Entrepreneurship and Innovation Management	
CY École de Design (Paris)	2026
Master Global Design - Work-study	
Politecnico di Milano	2022
Design del Prodotto	

Certifications

Product Designer - Uxcel
UX/UI Designer - Uxcel

Langues

Italian	(Native)
French	(Bilingual)
English	(Professional)

WORK EXPERIENCE

Métropole

AIX-MARSEILLE PROVENCE

ALR3 - Citizen App

UX/UI Designer

2025 - 2026 (2 years)

K-ciope

Complete redesign of the citizen app "Adoptez le R3flexe". Modernization of the interface and simplification of user journeys to maximize engagement and service adoption.

- › Conducted an existing UX/UI Audit and quantitative usage data analysis (Analytics) to identify friction points
- › Facilitated interviews with Métropole teams to align business objectives with user needs
- › Redesigned the Information Architecture, created Wireframes, and produced V1 mockups (User Stories & UI)
- › Created complex interactive prototypes using Figma Make (AI) to simulate the real experience before development

Métropole

AIX-MARSEILLE PROVENCE

MACTU - Business Tool

UX/UI Designer

2024 - 2025 (1 year)

K-ciope

Evolution of the "Mactu" business application intended for agents. Design of new features and monitoring of integration to ensure technical and visual consistency

- › Created detailed User Flows and Wireframes to structure new features and simplify complex tasks for agents
- › Translated needs (User Stories) into high-fidelity mockups and created interactive prototypes to validate navigation
- › Collaborated closely with developers and actively participated in the acceptance phase (QA Design) to ensure integration fidelity

Synergie Recruitment / Digital RH

UX/UI Designer

2025 (4 months)

K-ciope

Contribution to the strategic "Apollo" project. Design of registration and job search journeys to streamline the candidate experience and maximize conversion

- › Defined key search criteria (job, location, contract type) to structure the future tool's database
- › Created User Flows to script a fluid registration journey, step-by-step, to maximize profile completion rates
- › Modeled the personal space (Dashboard) allowing users to track their applications and manage their alerts

Colas - Rockease B2B Marketplace

UI Designer

2025 (4 months)

K-ciope

Operational support within the Colas group's digital subsidiary for the deployment and update of the Rockease marketplace via Webflow

- › Participated in template creation and defined graphic components to ensure brand consistency
- › Handled responsive integration of mockups and CMS structuring for rapid and efficient deployment
- › Integrated visual assets and optimized pages to ensure visual quality.

Agirc-Arrco Retirement

UX Researcher & Analyst

2025 (2 months)

K-ciope

Targeted intervention to validate the redesign of the Agirc-Arrco B2B space. Testing new journeys via real-situation user tests and navigation data analysis to objectively identify blockers

- › Confronted critical paths with real users (payroll managers) to validate alignment with their business processes.
- › Consolidated observations and verbatims into a structured analysis grid to identify recurrences and friction points
- › Transformed this knowledge base into concrete optimization recommendations to guide product teams

Groupe Atlantic Business Tool

UX/UI Designer

2024 (2 months)

K-ciope

Design of an internal tool for interoperability verification of connected products. Simplification of a complex technical database to make it usable by support teams

- › Created summary dashboards to visualize action plan progress and safety statistics
- › Structured data to simplify the entry and consultation of risk records
- › Produced interactive mockups to test navigation and validate user flows with stakeholders

Vamos Bike B2B Marketplace

UX/UI Designer

2024 (6 months)

Agency 8 - Australia

Complete redesign of the e-commerce site for an electric bike brand. Modernization of visual identity and optimization of the purchase funnel to increase conversion rates

- › Analyzed the existing user journey and restructured the information architecture to simplify configuration and purchasing
- › Designed a new modern and immersive interface, highlighting the technical aspect of products and the brand universe
- › Produced high-fidelity mockups (Web) and interactive prototypes to validate the experience before development