CHARLOTTE BRETON SCHREINER

ABOUT ME

Driven by problem solving, I build products which empower people and grow businesses. I moved from Paris to London a year ago to expand my culture and vision of design. I am now **looking for a new UX designer role**.

5 years of experience
I worked for 7 different companies, including start-ups, mid-sized companies and agencies.

65+ projects
I designed dozens of projects, in various industries: health, insurance, bank, education, e-commerce, travel...

20+ hackathons
I teamed up with lots of developers and won 11 prizes, including 5 first place.

WORK EXPERIENCE

Head of User Experience

Enki Labs Inc. – London, United Kingdom
Since March 2016, full time, current position

Enki is a mobile app, with more than 240k users, which provides content to help developers improve their skills on a daily basis. My role is to advocate for the user and the user experience process. I am:

- Responsible for all stages of design: **user research**, **information architecture**, **user interface**, prototyping, visual design. I improved many aspects of our app which resulted in a higher rentention and many positive reviews on Apple and Google stores.

- **Product owner** of multiple features: conduct competition analysis, write specifications, prioritise features, manage and validate the implentation, analyse the outcome and manage a trello board showing features going through our full process.

- Proactive in the **continuous improvement of our internal delivery process**. For example, I introduced and applied a continuous validation process - inspired by scrum agile methodology - which dramatically reduced the number of bugs in our live mobile app and reduced the ammount of developement time to produce the desired outcome.

- **Heavily involved in strategic business decisions** as part of the weekly products meetings - including the CEO and dev lead - during wich we plan, prioritize and discuss features.

- In charge of **organising team buildings**: Enkithons (bi-weekly), special activities (occasionnaly) and ski-trip in France (yearly).

UX Designer

Theodo – Paris, France
From November 2015 to March 2016, full time

Theodo is a famous agile tech agency working with startups and large companies. I was in charge of:

- **Implementing UX methods** in Theodo's process and work on **all design stages** from the research to the front-end implementation of our client's products.

- Introducing and **upselling user experience to clients** (eg. Societe Generale) during sales meetings as well as provide time estimations and budget.

- **Managing the design process with our clients**: organise meetings and workshops, update budget/ timing and share my progress on a daily basis.

- **Team buildings** (cinema nights, Chritsmas party) and **internal communication** (branded hoodies, presentations for sales meetings).

UX Designer

Freelance – Paris, France
From May 2015 to November 2015, full time

UX Designer

Agorize – Paris, France
From september 2014 to May 2015, part time

UI Designer

Toxicode – Paris, France
From September 2013 to August 2014, part time

SKILLS

User Research
Helping team learn about users and their needs.
Interviews, observation, surveys, personas…

Information Architecture
Organising content and functionality.
Mind mapping, card sorting, tree testing…

Interaction Design
Creating engaging interactions.
User flows, prototyping, usability testing…

Interface Design
Crafting usable and delighful interfaces.
Ergonomics, visual design, code…

TOOLS

Design
Sketch, Adobe suite (Illustrator, Photoshop, InDesign), Invision, MarvelApp, PopApp, OptimalWorkshop (OptimalSort, TreeJack), MindMeister, Typeform, SurveyMonkey, DropboxPaper, Noun Project…

Code
HTML, Pug, Haml, CSS, Stylus, JavaScript, JQuery, Atom, GitHub, Stylay…

INTERESTS AND HOBBIES

On my free time, I love to work on side projects, attend design conferences, participate to hackathons, share my user experience knowledge, study cognitive psychology, travel the world, play the piano and practice ballet.

Notetaker

IxDA – London, United Kingdom
Since July 2016, once a month

I am in charge of taking notes during the monthly **interaction design meetups** organised by Jason Mesut and Boon Yew Chew. The events are renowned in the user experience community and the tickets always sell out within a couple of minutes.

EDUCATION

UX / Project Management

IESA Multimedia – Paris, France

3rd year of Bachelor's Degree (2nd year skipped)
From 2014 to 2015, alternating with Agorize

I followed classes on **project management**, user experience design, copywriting, sensory marketing, **interaction design**, **user interface design**, wireframing, prototyping, data mining, and business model. I scored higher than the majority of the students in all user experience disciplines.

Amoung the professors: **Johan Adda (Designer at Apple)**, Natacha Hennocq (Experience Design Strategist at Orange), Sylvie Daumal (author of famous french book « Design d'Experience Utilisateur »).

Front End Development / Webdesign

Fonderie de l'image – Paris, France

1st year of Bachelor's Degree
From 2013 to 2014, alternating with Toxicode

Design / Applied Arts

Ecole Boulle – Paris, France

3 years of High School
From 2009 to 2012

UX Teacher

Le Wagon – Paris, France
From April 2015 to March 2016, occasionnally

Le Wagon is an unconventional school to learn how to code in Ruby. Every session brings together passionate people from various industries, often looking to reinvent themselves. My role is to:

- **Introduce students to user experience methods** during a one hour oral presentation.

- Guide students during their final project and **organize workshops** tailored to each team according to their level of progress.