

DAPHNÉ AUGIER

UI/UX DESIGNER

WORK EXPERIENCES

- Freelance **Montréal, Canada**
UI/UX DESIGNER & WEB DEVELOPER 01/2024 to present
- Worked on various projects, delivering UI/UX design and full-stack development for clients in diverse industries.
 - Developed websites and applications with a focus on user-centered design and cross-platform compatibility (mobile, web).
 - Designed brand identity and developed responsive website for a restaurant.
 - Engineered a custom online radio platform with an integrated content management system, enabling real-time playlist updates and improving client's operational efficiency.
 - Led the development of a Flutter-based online art sales platform as Product Owner and Web Developer, managing a team of three to drive product strategy, design, and implementation.

- Solotech Inc. **Montréal, Canada**
UI/UX DESIGNER 11/2022 to 01/2024
- Gathered and evaluated user requirements, working closely with clients and developers to ensure a seamless user experience.
 - Created UI mockups and interactive prototypes, using Figma and Miro to illustrate client requirements.
 - Designed user-friendly graphical interfaces, following best practices in interaction design and ensuring accessibility.

- MindGeek **Montréal, Canada**
JUNIOR SOFTWARE DEVELOPER 11/2021 to 11/2022
- Developed features for the CMS in the Trust and Safety branch using Symfony to enhance content moderation.
 - Consistently met sprint goals resolving stories and bugs, contributing to our agile development team.
 - Managed large datasets and microservices architecture, collaborating with cross-functional teams resulting in improved system reliability.

- Freelance **Montréal, Canada**
WEB DESIGNER & DEVELOPER 08/2019 to 09/2022
- Designed and developed websites for various clients, ensuring optimal UX across different platforms (mobile, web).
 - Created and maintained an e-commerce and online reservation system for a campsite.
 - Developed a custom Discourse plugin for a psychological help forum, improving user reporting features.

EDUCATION

- Concordia University **Montréal, Canada**
BACHELOR IN SOFTWARE ENGINEERING 09/2016 to 06/2021

KEY PROJECTS:

- **Campus Map Mobile App** : Designed the graphical interface, delivering an intuitive and accessible experience across devices. Developed front-end components and implemented unit tests using Android SDK.
- **SCM Maintenance System** : Led a team of 10 as Scrum Master, developing an auditing system using Python, Angular, and TypeScript with a focus on optimizing UI/UX design.

TECHNICAL COMPETENCIES

| DESIGN & USER EXPERIENCE | DEVELOPMENT & FRAMEWORKS | COLLABORATION & WORKFLOW |
|---------------------------------|--------------------------|--------------------------|
| User-centered design | Java | Git |
| Interaction design | Python | Docker |
| Visual design | JavaScript | Linux/UNIX |
| Prototyping : Figma, Adobe XD | SQL | Agile |
| Motion design | Symfony | Methodologies |
| Miro | Flutter | |
| Design system : Material Design | Bootstrap | |
| User Testing | WordPress | |

CONTACT DETAILS

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linkedin.com/in/daphneaugier/
github.com/daphneaugier
- Languages Fluent in French, English and Italian
Basic Chinese

PROFESSIONAL SUMMARY

- UX/UI Designer with 5+ years of experience in interaction, visual design, and user interface development. Passionate about creating intuitive, user-centered experiences across web and mobile.
- Full-Stack Developer with expertise in front-end and back-end development, ensuring seamless integration of design and functionality.
- Skilled in design systems, prototyping, and cross-functional collaboration. Adept at balancing design vision with technical feasibility.

INTERESTS

- Passionate about oil and watercolor painting, active student at ACADEM since 2021.
- Classical pianist with 13+ years of experience.
- Former member of Concordia Chess Club.