

Flore Nové-Josserand

Experience Designer

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PROFILE

As a designer, I have designed user-friendly and visually appealing digital experiences, across websites, web apps and IoT apps, for agency clients, startups and small businesses.

As an artist, I have created 100s of artworks, experimenting with materials, concepts and form to create innovative art experiences reaching over 120.000 visitors.

As a teacher, I taught over 200 students visual design and critical thinking skills through knowledge-sharing, facilitated projects and a student-focused approach.

Now I'm looking to do much more.

EDUCATION

UX Upskill

9-month training program, led by UX professionals and the Swedish state, equipping mature students with job-ready skills in user research, design, project planning and collaboration.

[Hyper Island. Karlskrona](#)

Master of Fine Arts

2-year, post-graduate, studio-based degree in a top-ranking UK art college, prioritizing innovative mixed-media production, critical thinking and student-led projects.

[Slade School of Fine Art. London](#)

Bachelor of Fine Arts

3-year bachelor's degree in France's 'laboratory for contemporary art', prioritizing artistic research and experimentation, critical thinking and art theory.

[Ecole Nationale Supérieure d'Arts de Paris-Cergy. Cergy](#)

Bachelor of Sciences in Biology

3-year bachelor's degree in a world-class research university for science and engineering, with training in academic research, lab work and computer-assisted predictive modelling.

[Imperial College of Science, Technology and Medicine. London](#)

EXPERIENCE

Freelance UX/UI Designer (2021 - present)

- Redesigned a 13-page website for a corporate client, improving brand identity, design consistency and informational clarity, leading to a 100% increase in stakeholder satisfaction;
- Designed and developed 5 websites for solo entrepreneurs, resulting in a 100% increase in client satisfaction and a 300% improvement in website traffic and user engagement;
- Improved the usability of a web app UI across 8/10 usability heuristics, by redesigning flows, screens and components of a key user story;
- Successfully supported a market-fit pivot for a new IoT device, by prototyping 2 key app features for customer validation.

Junior UX Consultant (April - Sept 2022)

AKQA, Copenhagen

In my 6 months at brand & design consultancy AKQA, I contributed to 10 projects across mobile app design, website redesign and cross-platform customer experience, including:

- Contributed experience innovation ideas, sketches and copy to a successful customer experience strategy pitch worth more than 300.000€;
- Wireframed flows for a new mobile app, enabling the technical team to cost the project effectively;
- Led conceptualization activities during a client design workshop, contributing to client satisfaction and buy-in for the project.

Freelance Artist (2007 - 2021)

- Successfully participated in over 50 public projects and exhibitions across various prestigious venues in Europe and North America, including Yorkshire Sculpture Park, the Whitechapel Gallery and Stroom den Haag, creating original art experiences for an audience of more than 120.000 visitors;
- Worked with 3 architectural firms to design large-scale public artworks, culminating in a 50m2 permanent outdoor sculpture for the Paintworks development in Bristol;
- Appeared in 14 public talks, 3 radio interviews, 15 print publications and more than 20 online articles;
- Published and created content for a regular e-newsletter over 10 years, growing readership by 500% and direct sales by over £10.000;
- Won 5 awards and scholarships for artistic talent, including the Betty Malcom Award for Stage and Decorative Painting from the Slade School of Fine Art;
- Collaborated with research groups and conducted 8 artistic residencies in France, the UK, Mexico and Poland, expanding artistic skill and cultural exchange.

Design and Art Teacher (2017- 2021)

Digital Design Teacher at Copenhagen International School. (2019 - 2021)

Art and Design Teacher at International School of Hellerup. (2018)

Art Tutor at Slade School of Fine Art Summer School. (Aug-Sept 2017, 2018, 2019)

- Successfully taught 14 classes at 3 esteemed international institutions in Copenhagen and London, teaching students visual design and critical thinking skills;

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CERTIFICATES

Scrum: the basics (2024)

Project Management Institute

Responsive Web Design (2024)

freeCodeCamp

Learning GDPR (2021)

Linkedin Learning

How Marketers Collect and Use Your Data (2021)

Linkedin Learning

DIGITAL DESIGN TOOLS

Figma, pen & paper, Photoshop, Illustrator, Google Slides, Miro, Word (main)

HTML, CSS, InDesign, Lightroom, Premiere Pro, Webflow, Wordpress, Cargo, Framer, Trint, Dovetail, Sketchup, Rhinoceros 3D, Keynote, Google Suite, Microsoft Excel, Powerpoint, Mural, Arduino, Protopie ... (several projects)

LANGUAGES

French (native)

English (native)

Danish (working) - Prøve i Dansk 3 certificate.

HOBBIES

Going to exhibitions, gigs, performances
Throwing shapes on the dancefloor
Ping-pong, tennis, karate.
Board games and video games.

WORK (Ctd.)

- Developed 60% of my curriculum from scratch, to meet student interest, improve institutional objectives and reflect technological change, with one popular class labeled "the best service-as-action project I've ever seen" by our school coordinator;
- Consistently obtained high yearly student reviews, scoring 9/10 for enthusiasm and subject knowledge;
- Grew in teaching effectiveness by 50% in my first 6 months, by researching and experimenting with classroom management techniques.

Art Production Manager (2010 - 2016)

for artist Rana Begum, Begum Studio Ltd., London

- Managed production and shipping on multiple projects simultaneously, meeting 100% of deadlines within short-term timeframes and long-term timeframes, while motivating the team.
- Developed standardized workflows that improved operational efficiency by 20%, facilitating seamless collaboration across a growing team of 5 members;
- Oversaw the hiring and training of 7 new staff members, ensuring a smooth transition for new employees, with a reduced onboarding time and a higher employee retention rate.

SKILLS

Creative thinking, Critical thinking, Adaptability and willingness to learn, Collaboration, Visual design, Prototyping, Project management and organization, Communication, Attention to detail, Design thinking, Empathy, User research, Information Architecture, Interactive Design, Self-discipline, Storytelling, Content Strategy, Content creation, WCAG Accessibility