Julien Cresus

UX Designer

About Me

Paris-born & **London**-based. I use my skills to create **meaningful** and **user-centred** experiences thru **empathy** and **problem-solving**. When I'm not **designing**, you can catch me getting tackled on a **rugby pitch** or in the **kitchen** baking. Also, never missed a WWDC since 2007.

Skillset

Tools

Adobe Suite • Figma • Sketch • inVision Studio • Miro

Languages

HTML/CSS • Javascript • jQuery • React • Frameworks (Bootstrap...)

Methods

UX/UI Design
Wireframing
Prototyping
Design systems
User research
Personas
Journey maps
Remote testing
Agile methodology

Contact

julcresus.github.io

cresusjulien@gmail.com

+44 7983 804889

Experience

UX Designer @ Methods

Feb 2019 - Present, London, UK

• Work on projects with governement-led clients such as Every Mind Matters for Public Health England, the National Funding Formula for the Education and Skills Funding Agency and other projects for Ministry of Defense
• Build user journeys, personas and other design artefacts based on user research
• Design and develop GDS-approved prototypes using Figma and the Government Design System online toolkit
• Help user research by assisting on user testing and workshops with the stakeholders, using Teams and Miro
• Collaborate with developers to understand the technical requirements and be a link between both developers and research, using JIRA and Trello

UX / UI Designer Trainee @ Societe Generale Design

Sept 2017 - Dec 2018, London, UK

• Work on projects from financially-led (ex. trading platform) to company social (ex. internal project incubator)
• Coordinate co-creation workshops with Product Owners, End Users and IT teams
• Create iterative high-fidelity and low-fidelity prototypes on Adobe XD and Sketch

Education

User Experience Design MSc

2018, London, UK

Thesis:
Concept creation and prototyping development of an autism awareness virtual reality app based on WebVR and storytelling

Fields of study:
• Usability evaluation: UX testing, feedback analysis, wireframing
• User research: data gathering, personas, user needs, user journeys & scenarios
• Design research: guidelines, touchpoints, prototyping

Web Design Bachelor

2016, Paris, France

Fields of study:
• User Interface & Experience
• Web Development (HTML/CSS)
• Project Management