



Julien Cresus

UX Designer

About Me

Paris-born & London-based UX Designer, I use my skills to create meaningful and user-centred experiences through empathy and problem-solving. When I'm not designing, you can catch me on a rugby pitch tackling or in the kitchen baking.

Skillset

Design Tools

Adobe Suite • Figma • Sketch • Whimsical • Miro • InVision

Code Languages

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

UX Practices

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

Contact

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Experience

Senior UX Designer @ Dam Digital

April 2022 - now, London, UK

- Led the UX strategy and direction for a diverse range of projects; spanning from charities to private aviation whilst ensuring alignment with user needs and business objectives.
- Managed the entire UX design process; from conceptualisation to implementation, fostering collaboration with developers, UI designers, and project managers. Additionally, I made use of tools such as JIRA and Confluence for effective communication and project management.
- Utilised Miro, Whimsical and Figma to develop user-centred design solutions, including user journeys, wireframes and prototypes.
- Demonstrated adaptability by regularly engaging in catchup meetings with clients, actively listening to their evolving needs and preferences, which resulted in successful project outcomes and ongoing partnerships.
- Managed the quality assurance of made products, ensuring the designs met clients' expectations. A particular area of focus and interest of mine was the accessibility of our products for all types of users. This involved challenging and refining design choices by incorporating best practices in accessibility, using the WCAG 2.2 principles

UX Designer @ Methods

Feb 2019 - April 2022, London, UK

- Collaborated on projects with government clients, including Every Mind Matters, National Funding Formula, and Ministry of Defence initiatives.
- Developed user journeys, personas, and other essential design artefacts based on extensive user research.
- Created and implemented GDS-approved prototypes with Figma and the Government Design System.
- Facilitated user research through active participation in testing and workshops with stakeholders, utilising platforms like Teams and Miro. Acted as a crucial link between developers and research teams, ensuring a seamless understanding of technical requirements and project coordination with tools like JIRA and Trello.

UX/UI Designer Trainee @ Societe Generale Design

Sept 2017 - Dec 2018, London, UK

- Worked on projects ranging from financially-focused (e.g., trading platform) to company social initiatives (e.g., internal project incubator).
- Orchestrated co-creation workshops involving Product Owners, End Users, and IT teams to foster collaboration and innovation.
- Crafted iterative high-fidelity and low-fidelity prototypes using Adobe XD and Sketch.

Education

User Experience Design MSc

2018 - Kingston University, London, UK

Thesis:

Created and prototyped an autism awareness virtual reality app using WebVR and storytelling.

Fields of study:

- Usability evaluation: UX testing, feedback analysis, wire framing
- User research: data gathering, personas, user needs, user journeys & scenarios
- Design research: guidelines, touch points, prototyping

Web Design BA

2016 - Paris, France

Fields of study:

- User Interface & Experience
- Web Development (HTML/CSS)
- Project Management