Julien Cresus

Product Designer

About Me

I am a creative and passionate designer, creating digital interfaces such as websites or mobile apps, based in London. I have a passion for web & graphic design because it combines artistic knowledge, creativity and analytical issue solving. I am eager to learn about new technologies and trends.

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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 GDS-approved prototypes using Figma and the GDS (Governement Design System) HTML toolkit

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

Skills

Design Tools

• Adobe Suite
• Figma
• Sketch
• inVision Studio

Design Skills

• User Research
• UI Design
• Design Research
• Prototyping
• Interaction Design

Development

• HTML
• CSS
• Javascript/jQuery
• React