So...

Producing things is nice. Working with people is nicer.
Here are things I've enjoyed in my previous jobs, that were not just
"opening a software and designing something".

In short,
I've got 5+ years of experience as a designer, both in agencies and in-house.
I'm interested in lots of aspects of design, from creative strategy to actual
production.

I think it's important to try a lot of things.
You get to know what you like, what you don't, you learn and experiment **a lot**,
instead of focusing on just one or two tasks. That would drive me mad.

If you want to know more, **let's have a chat**! We'll probably get along.

Work experience

CareerFoundry

Pixiyo

Vupar

Malabar Design

Moneo Payment Solutions

CAREERFOUNDRY

CareerFoundry

Online education in Berlin, Germany

Current job!

> Currently, I work as a Visual Designer at CareerFoundry, a human-centric education
> company that offers mentored online courses in UX Design, UI Design, Web
> Development, and Data Analysis.

My role

– Execute on all phases of the design process, from wireframing concepts and mockups
  through to handovers to developers.

– Improving branding image and consistency through digital materials for social media,
  presentations, website assets, sales collaterals, etc.

– Identifying and understanding customer needs, and work with team members to
  improve their online experience.

– Translating ideas and concepts into compelling, visual solutions.

– Working in close collaboration with lots of different teams, including designers,
  developers, marketing strategists, copywriters.

– Identifying w̶ ̶ ̶ ̶ ̶ve... everything: site usability, design, and overall structure, as
  well a̶ ̶ ̶ ̶ ̶ ̶ ̶ ̶ ̶ork process.

Read more!

laurasnclr.com/experience

→

Pixiyo

Advertising Agency in Nantes, France

> I was hired as an all-rounded digital designer. That led me to handle projects from A to
> Z, and to work on very big cross-team projects.