



NATHALIE BORGOGNON

UX RESEARCHER | SOFTWARE ENGINEER |
EDUCATIONAL TECHNOLOGIST

CONTACT

	CP 154 CH-3232 Ins, Bern		https://nathalie.borgognon.ch
	+41 76 822 61 46		LinkedIn natbgn
	nathalie@borgognon.ch		Twitter natbgn

ABOUT

- Multitalented UX Researcher passionate about the digitalization of processes and human activities through professional projects since 1997
- Holder of a BSc & a pre-MSc in Computer Sciences and a MSc in Technological Education.
 - Convinced that collective intelligence can lead to the success of multidisciplinary projects with stakeholders from different fields
 - Curious to continuously improve methods and tools useful to understand human being and his working environment for computational artefacts design

WORK EXPERIENCE

Quality and Project Manager ∴ Techwan | An Everbridge Company

<https://www.techwan.com/>
January 2020 – February 2021

- Change management in fields of cross-functional internal communication, software engineering best practices and test automation
- Organisational facilitation and introduction to some Lean and Agile practices

Highlights

Design thinking workshop to develop a common continuous software quality action plan

Use of Delphi card sorting method to prioritize software best practices implementation

Training Coordinator ∴ Rollomatic

<http://www.rollomatic.ch/>
March 2019 – November 2019

- Definition of a master plan for the implementation of the Digital Learning Center
- Co-writing of the macro pedagogical scenarios of all customer training courses
- Release of six new training catalogs, for each corporate trade skill at Hannover Messe 2019

Highlights

Design thinking workshop to develop a common training charter for the training catalogs

Research and Teaching Student Assistant ∴ University of Geneva

<https://tecfa.unige.ch/fr/>
October 2016 – January 2019 | Fixed-term contract

- Teaching and assistance in Human-Computer Interaction & Ergonomics during three semesters
- Development of a tablet game for learning sounds in Unity 3D-C#
- Design of a research HCI mobile application in Ionic-JavaScript

Highlights

Coaching students in persona writing, user recruitment, storytelling interviews, user testing and usability scales

Software engineer ∴ OXAND

<https://www.oxand.com/oxand-simeo/>
April 2010 – June 2012

- Development of an hardware obsolescence simulator in JAVA-MySQL
- Development of a railway optimization tool in JAVA-Eclipse RCP-EclipseLink
- Development of a modeling & flow management tool in JAVA-XML

Research and Teaching Student Assistant ∴ University of Fribourg

<https://www3.unifr.ch/inf/en/>
January 2008 – July 2009 | Fixed-term contract

- Teaching and assistance for two semester courses: Software Engineering & Robotics Project
- Instructional design for two courses: Robotics Project & Robotics Discovery Workshop

Software engineer ∴ EPFL

<https://archiveweb.epfl.ch/lсро.epfl.ch/index.html%3Fp=1145.html>
May 2006 – February 2007 | Fixed-term contract

- Development of a robot controller simulator in C# with Corba communications

Software developer ∴ Unicile | Acquired by IBM

<https://www.linkedin.com/company/unicible/>
February 2005 – February 2006 | Fixed-term contract

- Development of a "CRM Mobility" prototype in J2ME on PDA with Web Services
- Migration and maintenance of automated test scripting to QuickTest Professional

Software developer ∴ Nestle

<https://www.nestle.com/>
June 2003 – December 2004 | Fixed-term contract

- Maintenance of distributed ASP-Oracle/SQL Server & Access applications

SKILLS

Software engineering 4 - Specialist

- Java, C#, C++, VBS
- Unity 3D
- Ant, Makefile
- JavaScript ES6, HTML5, CSS
- Ionic
- XML, SQL, Oracle, MS SQL Server, MySQL
- Web Services, Corba
- TDD, Unit-functional-E2E automation tests
- GOF Design Patterns
- GIT, SVN, VSS

Project Management 3 - Skilled

- Project follow-up
- Agile processes and methods
- Azure DevOps Kaban board, Jira

User experience research (UX) 2 - Average | 3 - Skilled

- Design Thinking
- Tests and research methods
- Interaction design
- Axure RP

User interface/Graphic Design (UI) 1 - Beginner

- Typography, Colors
- Web/Printing methods
- InDesign, Illustrator, Photoshop, XD

EDUCATION

2020

2015

University of Geneva

Master of Science in Learning and Teaching Technologies

Faculty of Psychology and Educational Sciences | Blended-learning education

Courses / Highlights

Thesis: User-centered interactive educational devices development

Development of e-learning modules and education game application

User-centered design, Research and User test methods, IHM Ergonomics

Qualitative and quantitative research methods

2009

2007

University of Fribourg

Pre-Master of Science in Computer Science

Department of Informatics (DIUF)

Courses / Highlights

60 ECTS gateway between UAS and University

2005

2000

School of Management and Engineering Vaud (HEIG-VD)

Bachelor of Science in Software Engineering

Computer Science and Engineering | Evening education

Courses / Highlights

Thesis: Mobile application for bank advisors client interviews

SETEVIA 2005 school year Award for merit, hard work & determination

CERTIFICATIONS

(expected)

2022

2021

Interaction Design Foundation

Certification

UX/UI Design

(expected)

2022

2020

Schule für Gestaltung Bern/Biel (School of Visual Arts)

Certification

Graphic design - Professional Media Publisher

Courses / Highlights

Typography, Colors, Layout, Publishing for analog and digital media

Adobe Creative Suite: InDesign, Illustrator, Photoshop, XD

LANGUAGES

French - C2	Native
German - B2	Professional working proficiency
English - B1	Professional working proficiency