



NATHALIE BORGOGNON
SOFTWARE ENGINEER | UX/UI DESIGNER

📍 CONTACT

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👤 ABOUT

Unicorn Engineer passionate about the digitalization of processes and human activities through technological projects.

- Graduate of a Bachelor's degree in software engineering (UAS) and a master's degree in Technological Education (University).
- Involved in multidisciplinary digital projects with partners from different horizons for more than 15 years.
- Three-tier programming architecture for HR, banking, medical applications; stand-alone civil engineering application and educational game; research HCI mobile application.

🏢 WORK EXPERIENCE

Techwan | An Everbridge Company

🔗 <https://www.techwan.com/>
January 2020 – Present

Quality and Project Manager

- Analysis of company's practices in terms of software quality
- Elaboration of a common action plan for continuous internal improvements
- Organisational facilitation and introduction to some Lean and Agile practices
- Implementation and documentation of internal changes
- Lifecycle Management applied for customers

Rollomatic

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

Training Coordinator

- Analysis of company's practices in terms of training
- 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
- Elaboration of customer training catalogs

University of Geneva

🔗 <https://tecfa.unige.ch/fr/>
October 2016 – January 2019

Research and Teaching Student Assistant | FTC

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

OXAND

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

Software engineer

- 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

University of Fribourg

🔗 <https://www3.unifr.ch/inf/en/>
January 2008 – July 2009

Research and Teaching Student Assistant | FTC

- Teaching and assistance for the two semester course: Software Engineering & Robotics Project
- Writing of course materials Robotics Project & Robotics Discovery Workshop

EPFL

🔗 <https://archiveweb.epfl.ch/lstro.epfl.ch/index.html%3Fp=1145.html>
May 2006 – February 2007

Software engineer | FTC

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

Unicile | Acquired by IBM

🔗 <https://www.linkedin.com/company/unicible/>
February 2005 – February 2006

Software developer | FTC

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

Nestle

🔗 <https://www.nestle.com/>
June 2003 – December 2004

Software developer | FTC

- Maintenance of distributed ASP-Oracle/SQL Server & Access applications
- Writing maintenance recommendations for distributed Access applications

Elan IT & Ajilon Sàrl

May 2002 – February 2003

1st & 2nd Level IT-Support | FTT

Providentia & ALSO

August 1997 – March 2002

Webpublisher

☰ SKILLS

Software engineering 4 - Specialist

Java, C#, C++, VBS JavaScript ES6, HTML5, CSS XML, SQL, Oracle, MS SQL Web Services, Corba
EclipseLink, Eclipse RCP Unity 3D Ionic TDD, Unit-functional-E2E automation tests
eXtreme Programming (XP) GOF Design Patterns Ant, Makefile GIT, SVN

Project Management 3 - Skilled

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

User experience design (UX) 2 - Average

Design Thinking Tests and research methods Interaction design Axure RP

User interface/Graphic Design (UI) 1 - Beginner

Typography Colors Medium and printing methods InDesign Illustrator Photoshop

🌟 CERTIFICATIONS

(expected)
2022
2021

Interaction Design Foundation
🏆 Certification
UX/UI Design
Courses
User Experience Design, UX management, Gestalt Psychology
Human Computer Interaction, UI Design, Information Visualization

(expected)
2022
2020

Schule für Gestaltung Bern/Biel (School of Visual Arts)
🏆 Certification
Graphic design - Professional Media Publisher
Courses
Typography, Colors, Layout, Publishing for analog and digital media
InDesign, Illustrator, Photoshop

🏛️ EDUCATION

2020
2015

University of Geneva
🏆 Master of Science in Learning and Teaching Technologies
Faculty of Psychology and Educational Sciences
Courses
Development of interactive web applications, e-learning modules and education game application
User-centered design, Design Thinking, Research and User test methods, Ergonomics of IHM
Master's thesis: implementation of user-centered design, research and user test methods for an education interactive device

2009
2007

University of Fribourg
🏆 Pre-Master of Science in Computer Science
Department of Informatics (DIUF)

2006
2000

School of Management and Engineering Vaud (HEIG-VD)
🏆 Bachelor of Science in Software Engineering
Computer Science and Engineering | Evening classes

2000

School of Management and Engineering Vaud (HEIG-VD)
🏆 Pre-Bachelor of Science in Software Engineering
Computer Science and Engineering | Evening classes

🗣️ LANGUAGES

French - C2	Native
German - B2	Professional working proficiency
English - B2	Professional working proficiency
Spanish - A2	Elementary proficiency
Italian - A1	Elementary proficiency