



OLIVIER PARUTA // UX DESIGNER

SKILLS & TOOLS

DESIGN

Figma
Sketch
Photoshop
XD

PROTOTYPING

Figma
Sketch
InVision
XD

RESEARCH AND TESTS

SurveyMonkey
Loom
UsabilityHub
Maze

CODE

Zeplin
Atom
Sublime Text

EDUCATION

MASTER II MMI

Sept. 2017 to June 2018
University Paris 1 Panthéon-Sorbonne

MASTER I DESIGN

Sept. 2016 to May 2017
University Paris 1 Panthéon-Sorbonne

LAST EXPERIENCES

CREO

UX Game Designer // Sept. to Nov. 2018
• Copywriting and usability testing for an educational multiplayer game for children.
• User interviews and accessibility testing for a racing game destined to children.

MULTIMÉDIA SORBONNE

**UX Designer
Community Manager //** Sept. 2017 to Aug. 2018
• Research, user testing and prototyping for websites and games (board and web-based)
• Communication on networks such as Twitter, Instagram and Facebook.

LANGUAGES

FRENCH

Native

ENGLISH

Full professional proficiency

GERMAN

Elementary proficiency

HOBBIES

FOOTBALL

Paris SG fan

READING

Last book : The Shining

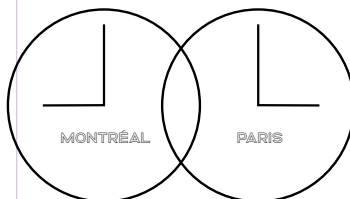
VIDEO GAMES

Last video game : Forgotten Anne

TRAVELS

NYC / Amsterdam / London / Berlin...

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