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7140 Belgium

UX / UI DESIGNER

French/English

FRONT END DEVELOPER

HTML

Skills

Driver licence

21/04/87

CSS

SCSS

Music/Cinema/Art

FIGMA

UI and newsletters for YAKimmo (april - may 2018) UI and UX for la Rondinella website (january - march 2018)

Playzone participation in UI/UX Design (2 months / 2017 edition)

Second place for the Datakathon organized by the CEPEGRA (HACKATHON 2017 edition)

WEB DESIGN internship in TACIT E (6 weeks)

Art exhibitions: Galerie Koma, Simply Seen, On Air Studio, CALVAS en folie, Thanks galerie ...

Art teacher (Kalleïs school Waterloo 2015-2016)

Lets dive into details

Art teacher (IND school Fleurus 2013-2014) **Diploma**

WEB DESIGN training in the corail center of Liège. (6 months + 6 weeks internship - 2017)

2017) MASTER DEGREE in plastic arts, visual and spacial in drawing option with didactic purpose

Team description

How did my mission for Shiftmeapp went?

We were a team of 4 people using the Agile methodology with Trello as board. I was in charge of doing the UI, UX and Front End.

sorting, wireframing, low and high-fidelity mock-ups, and finally prototypes.

SCSS, and bidings with angular components, directives and services.

I was in charge of the user interface and user experience of the product.

AngularJS was used as main framework to build this PWA, along with Cordova for the mobile version port.

Design experience

Front End experience

To create the UI, I used Figma as design tool, applying methodologies like Atomic Design in order to keep consistency in the visuals and optimize developing time. With that in mind, I created a component library to ensure modularity and reusability. Concerning UX, I performed user interviews, user cases, user testing to obtain a good insight of

I integrated my prototypes from figma to Angular by creating the HTML structure, the styling with

The biggest challenge I had was to create a new UI/UX by following an existing styleguide and code structure without making breaking changes. I managed to do so by showing flexibility and by understanding the existing code base.

Wireframes of the views where the manager can schedule his workers by creating shifts and

assigning them in a calendar. Live prototype made with figma. This is a complete UX/UI revamp and

Another challenge was to deal with AngularJs. Even if it seems to be an older technology than React and VueJS, I still managed to create good and usable components as expected.

research based on the old calendar.

(III) shiftmeapp Vue globale Vue collaborateurs Mer 8 Ven **10** Villa Lorraine

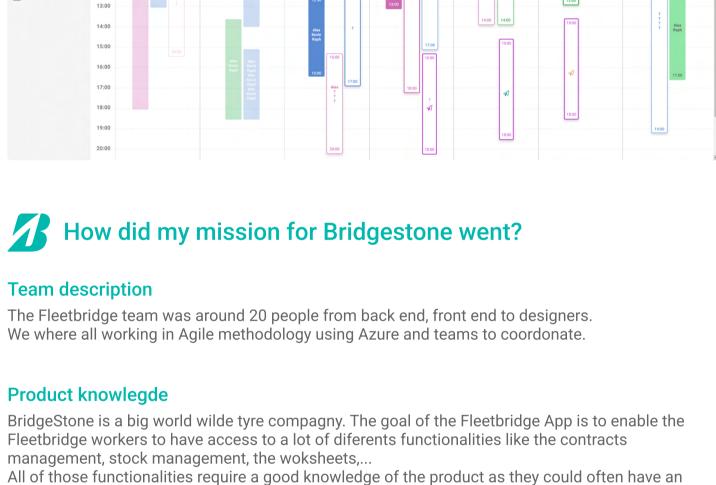
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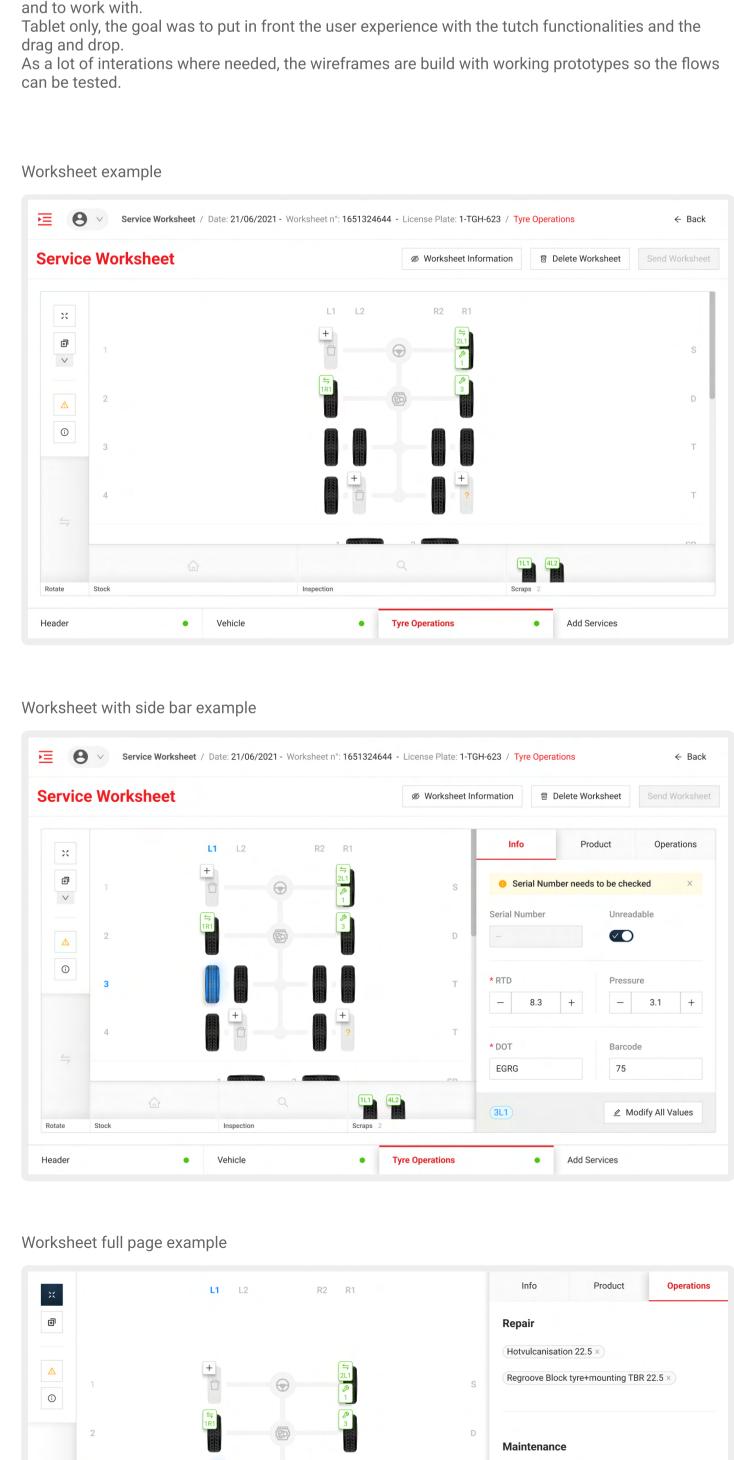
This mission was for me a good opportunity to work for the first time with the framework Angular. I

My main focus on this project was the creation of hight fidelity wireframes to ship for the developers, working on the user experience, and meeting with the client to keep the communication with the actual needs of the user. Another part of my job was to create and maintain a design system for the

a vehicle maintenantce. This section require to display a lot of informations in an easy way to read

have created a fiew components, made some refactoring of old ones and worked on the scss

Examples Worksheet was a big part of the application and a challenging one. The user had to be able to make





FRONT END training in the CEPEGRA center of Gosselies. (6 months + 6 weeks internship - 2016 obtained in the ESAPV of Mons with distinction. (2012)

The goal of Shiftmeapp was to create an CMR solution.

The real challenge in this project was to achieve a good user experience in such huge platforms as FRP's are. To reach this objective, I had to learn to master the product through analysis, user testings, card

Product knowleade

Being a member of a team requires to work with the same methodology. That's why I proposed to work with proven technologies, methodologies and good practices such as SCSS, BEM and Inverted Triangle architecture for styling.

user's needs which were translated into low and high-fidelity wireframes.

Examples

View by users

Challenges

Cuisine ✓ Barman Collaborateurs

Mama Roma Etudiant Plonge Serveur

View by shifts (II) shiftmeapp ○ Villa Lorraine

> Mama Roma Etudiant Plonge Serveur Cuisine

06:00

11:00

12:00

✓ Barman Assignés

impact on each other.

Front End experience

implementation of designs

Design experience

Challenges The biggest challenge was to master all the subility of the product and to make them match with the requirements of the client concerning the functionalities of the App. Working with a big team is different an ask a lot of structure in the communication but add a lot of satisfaction when you can see the big picture of the puzzle.

project.

Turn Tyre on Rim TBR × (3L1) Inspection Rotate

+ Add Operation