

Contact

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https://be.linkedin.com/in/pauline coudert-bxl

https://paulinecoudert.github.io/sitevite-react/

Be https://www.behance.net/paulinecoudert

Skills

Figma Javascript
HTML Vue.JS
CSS React
Photoshop Laravel
Illustrator Github

UX Methodology

. Miro .UCD

. Wireframe .Interviews. Mockup .Benchmark. Card-sorting .Site Map

. Agile & Scrum Method

Studies

UI/UX Design January - June 2024 Digital City, ULB,

Certificat inter-universités in User Experience Design and Research

Web & Mobile Designer April 2023 Udemy, Certification Figma - UI/UX

Developer Web 2020-2021 Interface3, CECAF Web developer

Products Design 2001-2006 Beaux Arts.

Bachelor CESAP and DNAP

Languages

French: native.

English: level B2 (CECRL) Nederlands: Level A2 (CECRL)

Pauline Coudert

UX / UI - Web developer

"Coming straight from design and web development, where I acquired technical skills. Today, I combine creativity and expertise to create intuitive and appealing user experiences."

June 2024

June 2021-July 2021

Experiences

UX desiger

Flupa UX Days, Paris

- Workshops and conferences on the latest trends and best practices in user experience (UX) design.
- Collaboration with industry experts to master UX methodologies, research techniques, and design strategies.

Front-end Developer December 2021-August 2023

Heytens, Wavre & Lille

- Designing and architecting web applications within the Digital Marketing department
- Manage compatibility with browsers and responsive applications
- Develop components
- Use Axios to consume APIs
- Fix bugs and provide technical support

Web Developer

LuckyCycle, Bruxelles

- Develop gaming projects
- Fix bugs on platforms
- Create forms

Coaching deco & Sales assistant March 2014 - January 2020

Heytens, Bruxelles

- Develop window decoration projects
- Manage a team of advisers and installers

Space and product Designer December 2011-February 2014

.RAD Product, Bruxelles

- Producing limited edition objects
- Design interior spaces for the commercial sector (bars, shop windows)

Interior Architect September 2010 - August 2011

Bureau Stekke, Bruxelles

 Lead for modeling technical drawings, custom furniture and 3D layouts for large law firms