



Pauline Coudert

UI / UX Designer

"Coming straight from design and web development, where I acquired technical skills. Today, I specialise in UI/UX design, combining creativity and expertise to create intuitive and appealing user experiences."

Contact

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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)

Experiences



Front-end Developer

December 2021-August 2023

Heytens, Wavre

- 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

June 2021-July 2021

LuckyCycle, Bruxelles

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



Developer Hackathon

October 2020

Interface3, Bruxelles

- Develop a web site dedicated to discovering code as a team (100% online)



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