Stéphanie Krus
Designer | Web Developer

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Skills

UX Research
Affinity mapping
Heuristic evaluation
Surveys
Usability Testing

UX Design
Journey map
Sketching
Wireframing
Prototyping

Tools
Sketch
GOV.UK Toolkit
Sketchbook & Sharpies
WordPress

Frontend
HTML5 / CSS / JS / jQuery
Bootstrap / EJS / Angular
NodeJS / Git / Cucumber

Collaboration
Trello / Confluence / Jira
Agile / Scrum / Github

Accessibililty
BrowserStack / WAVE
JAWS / NVDA / ZoomText

Languages
French / English - fluent
German / Gaelic - notions

Online Learning
Pluralsight / Codecademy
FutureLearn / Udemy
Interaction Design Foundation

Education

BSc in Computing and IT - Honours (2:1)
Dec'16 | The Open University
Fundamentals of Interaction Design, Software engineering

Interaction Design Foundation
Since May 17 - present | 16 UX Design courses studied
View my profile: https://www.interaction-design.org/stephanie-krus

Work

Software Developer - UX Design
June 16 - present | Ministry of Justice (Criminal Injuries Compensation Authority) - Glasgow

Assisting the design, coding, and testing of technical solutions, while following the Government Digital Service guidelines.
Working on the high-fidelity prototype used for usability testing.
Creating the documentation of design decisions, persona, wireflows.
Maintenance of project documentation on Confluence.

French Speaking Technical Support Representative
Oct' 14 - Sept' 15 | Pole to Win International - Glasgow

Support via phone and email in both English and French for customer seeking technical assistance for PC, mobiles and consoles video games. Carry out research to troubleshoot customer's technical problems. Train new colleagues. Keep the internal wiki up to date with the troubleshooting steps and templates used for customers.

French Localisation Games Tester
July - Sept' 14 | Pole to Win International - Glasgow

Quality control of the translation of video games, ad hoc translation and ensuring manufacturer's guidelines are adhered to.

Achievements

Best Design App of the Month
June 16 | By MIT App Inventor
Prototype of a mobile application 'Planning green changes' to help users learn about raising chickens, recycling water, growing their food and solar energy (IT degree project) - No coding.
http://going-green.chezleskrus.com/about

Achievements (continued)

First Medium Story
15 June 18 | For The Interaction Design Foundation
The IDF contacted the 1% top performers in their courses and asked if we could write about our experience while studying with them. https://medium.com/@stphaniekrus/how-to-train-in-ux-even-if-you-cant-get-funding-from-your-employer-94b352a3f8c6

Advocating for an Agile and User Centric approach for the Digital Transformation of the CICA Online Service
June 16 - present | Ministry of Justice (Criminal Injuries Compensation Authority) - Glasgow
On board since the **Discovery phase** in July 2016, in a team where most members were new to Agile and User Centric Design. I took part in creating the service blueprints, persona, journey maps, User Research activities during the Discovery phase. All along, I provided guidance, documents and presentations to understand the various artefacts for the design, the Scrum framework, how to use new collaboration tools (JIRA, Confluence, Slack) and some technical aspects of our work.

During the **Alpha phase**, I was more focussed on working on the prototypes, designing usability testing sessions with our User Researcher, analysing and improving our design based on users' feedback. The prototypes were also used as a communication and presentation tool of our design solutions to various stakeholders (Management, internal users, Victims Supports groups). This contributed to the promotion of our new ways of working when building a service with the users.

During the **Private Beta phase**, I went on prototyping but also did more in terms of Inclusive Design, working to find solutions for assisted digital users, writing guidance for the Customer Support Staff, and testing our system with assistive devices.
This is an on going project and my actual position.