

Stéphanie Krus

UX Designer | Web Developer

Web: stephanie.chezleskrus.com

Email: french@chezleskrus.com

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

Accessibility

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
<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.

In charge of 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>