

Stéphanie Krus

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

View my profile: <https://www.interaction-design.org/stephanie-krus>

Master in Cognitive Sciences

Sep' 93 | Université Paris Sud (Paris XI) - France

AI - Psychology - Linguistic - Biology

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>

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 Centred 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 Centred 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**, working very closely with our Content Manager, Service Designer, and User Researcher, 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, organising their training and up skilling. I'm also testing our digital service with [assistive devices](#).

This is an on going project and my actual position.