




# Emilie Durand

## Product & UX/UI designer

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## About

Interested in both digital and physical products, I have gained experience in both areas throughout my experiences.

Sustainability has also always been at the center of my interests, which led me to co-found a design studio aimed at creating 3D printed objects from recycled biomaterials.

## Skills

### UX/UI design

User research / Wireframes / Prototypes

### Product design

Shape research / 3D modeling / Manual prototyping / 3D printing (FDM)

### Web development

CSS / HTML / JavaScript

### Languages

Français - Native  
Anglais - Native

## Certificates

### Académie Design & Innovation

HAIGO, 2021

### Computer Science for Business Professionals

Harvard CS50, 2021

### Learn How to Code Course

Codecademy, 2020

### HTML & CSS Fundamentals

SoloLearn, 2016

## Contests

### L'Été en rosé

OI Design Awards, 2019  
Top 10 (out of 50)

### Atelier Amylacé

Les Design français, 2020  
Top 3 (out of 10)

### SANNY

Wanted Design, 2020  
2nd (out of 10)

## Education

### Training in public policies design

*Design Actions Publiques - Île-de-France's Region Council*  
February - June 2023

### Industrial design diploma

Specialization in product design  
*Strate, School of Design - Sèvres | September - December 2022*

I was part of the association Collectif 1.5, which allowed a better link between the school administration and the students

### Master in Management - Option E

*ESCP - Berlin | September - December 2020*

Discovery of the entrepreneurial ecosystem through the creation of a fictitious start-up, FixMeUp : repairing electronic objects.

### High school diploma specializing in literature

*Institut du Sacré-Coeur - La Ville du Bois | July 2017*

Having joined the student association, I was in charge of the creation of posters throughout the year, as well as the photography of events.

## Work experience

### Product and UX/UI design

*extrude.studio - Paris | January 2021 - March 2023*

With four other designers, we created custom objects and repaired and improved existing ones, using 3D printing of recycled materials.

### UX/UI designer

*ValueCo - Paris (remote) | July 2021 - Present*

Design of a complete SAS platform in the field of finance, using the Material UI library.

### Lead designer UX/UI

*Leonessa - Philadelphia (remote) | November 2021 - December 2022*

Design of a website and simulation tools for an insurance company. This experience was a great opportunity to understand how freelancing works, how to deal with clients and developers, and how to lead a team.

### Designer produit et UX/UI

*Plast'if - Paris | March - August 2020*

Creation of the catalog of 3D printable objects by the Plast'if machine, design of the application and the interface of the machine, help in communication and contact of customers.