



# Clémence Lemaire Courageux

## UX - UI - Graphic designer

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I have been working as a designer since 2002. I have been occupying responsibilities as a project manager for more than 6 years. I have acquired my experience working as a freelancer, a consultant and an employee in 3 different countries, in 2 sectors (visual communication, technology) and developing projects for different industries (publishing, communication, tourism, finance and administration).

I work alongside with my colleagues in order to deliver the product initially expected by the client, making sure it responds to its requirements defined.

I am particularly interested in user research, accessibility and management.

I am a member of the [Interaction Design Foundation](#).

*I am a highly adaptable, curious and organized person who is not afraid of challenge!*

*At work I expect teamwork, good atmosphere, responsibilities, opportunity to grow, and a long time collaboration.*

## FORMATION

1999 - 2002

**Visual communication degree**

Académie Charpentier, Paris

2003 - 2005

**technical degree (BTS) in publishing production**

Asforded, Paris — Technical

2010

**Web design**

Master Class México, México

sept. 2017 - sept. 2018

**Master degree in project management**

OBS Online Business School, Online

## RESPONSIBILITIES

- monitor the project's development (time, cost, quality)
- collect and translate the client's requirements to the team,
- understanding the team needs by being aware of the issues they might face
- facilitate the information to all the stakeholders
- Scrum methodology
- tasks prioritization
- generate reports of project status
- feedback reception from the users

## WORK EXPERIENCE

### UX Architect and Coordinator

**Steelmoood**, Huelva - Madrid, Spain.

I am in charge of the AI, UX and UI of the SaaS web app and mobile app developed as an internal project of the company. This position involves:

- the requirements collection,
- the definition of the taxonomy, sitemap, user journey, user flow, task flow, the design of the mockups, wireframes and guides,
- communicating the information to the programmers to ensure it is well understood and clarifying doubts,
- sending reports of the work stages to the client,
- the sprints' elaboration (Scrum methodology),
- the backlog administration,
- monitoring the quality of the project,
- the presentation to the client of the project status and results as a form of the demo,
- the collection of early users' feedback for potential improvements,
- prioritizing the activities,
- resolving issues and making sure that the development of the app covers a minimum version (MVP).

### LEAD UX, UI, VISUAL CONCEPT DESIGNER

**Indigo**, Ciudad de México, México

I was responsible of the UX, UI and visual concept design of the company's project meanwhile I was consultant designer at Mundo Joven, a multinational tour operator. This position involved:

- working on multiple projects at the same time,
- elaborating UX, UI and conceptual design proposal,
- attending daily meetings (Scrum methodology),
- the integration (css / html / jQuery) responsive design,
- the UX - UI design of the app mobile version of the e-commerce website,
- the redesign of a mini website as a side project,
- the creation of a responsive web app developed in response to selling / consumer service needs (UX, UI, visual concept, integration),
- the presentation of the projects to the client and sponsors,
- the collaboration with the programmers, the marketing team, and designers.

## SOFTWARES AND Tech. LANGUAGES

- Excel
- Microsoft Project
- Word
- Bitbucket
- Asana
- Craft.io
- Sketch
- Illustrator
- Photoshop
- InDesign
- MySQL
- Bootstrap,
- Material Design
- HTML 5
- CSS 3
- Acrobat Distiller

## INTERESTS

- music
- movies
- books
- photo
- writing
- drawing

## A.D. and Project manager

**Digital Solutions**, Ciudad de México, México

I was responsible of the planification and execution of the projects of the start up. In the execution phase I was also in charge of the design and integration. I worked on multiple projects at the same time. This position involved:

- the coordination of the designers, the programmers and the client in order to ensure the good development of the project, the quality of the project (execution, usability, tests),
- reporting to the client on regular basis,
- working as the right hand of the director of the agency. (client representative, quotation and proposal),
- the web design, creation of templates for wordpress,
- Launch of the product.

## A.D., Project manager

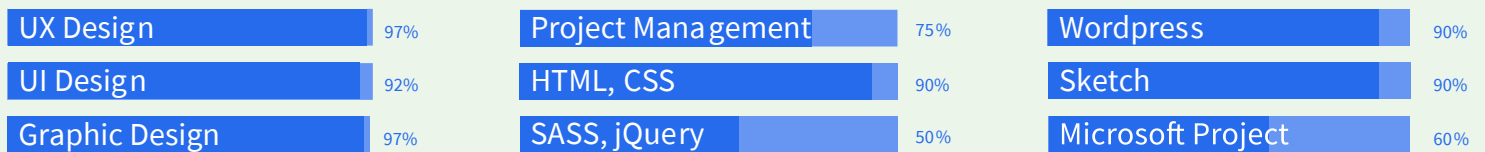
**Artes de mesa**, Ciudad de México, México

- I was responsible of the ontime receptions of the content, of the design of the magazine and of the quality of the final product for the publishing house. This position involved:
- coordination of the journalists, advertisers and photographers,
- photo selection and retouch,
- ad creation,
- artistic direction and execution of every issue,
- preparation of the files for the printer (offset),
- Ready for press and stitch.

## KNOWLEDGE

\_I work on mobile apps, web apps and websites. \_I implemente architectural solutions and navigation. \_I translate concepts into visual design and interactions. \_I proceed to UX analysis and implement the reports in order understand what are the low and high of the product (UI consistency, accessibility, hot map).

## SKILLS



## TOOLS

Pen and paper	InVision	Material Design
Freemind	Sublime text	W3C
Balsamiq, Sketch	Filezilla	Asana, Bitbucket
Illustrator, Photoshop	Bootstrap	MS Project (Basic)

## LANGUAGES

French native.  
Español fluente.  
English advanced.