

Raphaëlle GORENBOUH

Interaction Design Student at L'École de design Nantes Atlantique, looking for a **6 month internship as Ui / Ux designer** between August 2019 and February 2020

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SUMMARY

Interaction design studies in order to become an **interaction designer**

There is no good experience if there is no **emotion**. A passion for **empathic digital services**

Research, **conceptualization**, implementation of user centered digital services

EDUCATION

Bachelor's Degree in Interaction Design

2017 - present • L'École de design Nantes Atlantique, Nantes, France

UI/UX analyses of existing services

Creation of UX and UI concepts

Practice of new methodologies (scrum method)

Interface design, ergonomic and functional prototyping

Graphic design and computer graphics

Discovery and improvement of HTML, CSS, JavaScript and Java code bases and connectivity (Arduino card)

"Processing and Sound" Workshop

February - March 2018 • L'École de design Nantes Atlantique Nantes, France

Teamwork, 5 day challenge

Reflection on the game logic, the use of gamification for educational purposes and storytelling

Creation and coding of a responsive serious game: "Elle(s)", about abstract representation of emotions felt by a woman victim of sexual aggression

Foundation year in Design

2016 - 2017 • L'École de design Nantes Atlantique, Nantes, France

Acquisition of basic skills in design (interaction, space, product, packaging and graphic designs) and applied arts

Literary Baccalaureate,

2016 • Saint Stanislas High School, Nantes, France

High school diploma, equivalent to A-levels mathematics speciality, cinema and audiovisual options

SKILLS

Languages

French, native language

English, very good working knowledge, 840/990 TOEIC in 2018

Spanish, very good working knowledge

Tools

Adobe Suite (Illustrator, Photoshop, InDesign, Adobe Première Rush, After Effect, XD), Sketch, InVision (Freehand, Prototype, Studio), Final Cut, Millumin

Development

HTML, CSS, JavaScript, P5*JS, Php, Wordpress, Java (Processing), Arduino

EXPERIENCE

UI/UX 4 month internship

July - November 2018 • Emotic (digital agency), Nantes, France

Creation of an augmented reality simulator as a sales support tool for a doors- and windows-manufacturer

Redesign of a video booth

Learn and practice of the agency's methodology

COMPETITIONS & HONORS

Student Design Charette 2019 - Finalist

February 2019 • IxDA, Seattle, United States of America

4 day challenge focused on "Empathy at scale"

Discovery and application of Microsoft inclusive design approach

Teamwork on 'the new hire' and 'how to be your fullself at work'

Creation of the "Me.Map", an interactive board where people will answer questions about themselves and their needs, in order to feel confident and included in their team

Maker Campus

July 2018 • Les Machines de l'Île, Nantes, France

Selected to represent L'École de design Nantes Atlantique at the Nantes Maker Fair

Exhibition of "Elle(s)", our serious game on harassment and sexual assault

Study of the players' reaction and discussion with participants

Participation in the Worldskills selection

February 2018 • (Regional Web design challenge)

Design test on Adobe Suite

Code evaluation in HTML, CSS and Javascript

HOBBIES

Graphic and audiovisual creation

Drawing, photography, filming

Trips

Discovery of new landscapes, new habits and new cultures

Meet people from all over the world, improve my speaking skills

Contemporary Art

Louis Vuitton Foundation (Paris), Louisiana Museum

(Copenhagen), MOMA, Metropolitan Museum, Guggenheim

(New York), EMP (Seattle), Saatchi Gallery, Tate Modern (London)

References available on request