



MARION LAILLÉ

UX DESIGNER

I'm looking for a full time job as a UX designer/product designer.

SKILLS

HARD SKILLS

Adobe Suite
Sketch
HTML5/CSS3/JS
3DS Max
Unity 5

French : Native
English : Spoken and written
TOEIC 825 pts

SOFT SKILLS

Autonomous
Team work
Organized
Imaginative
Versatile

INTEREST

Graphic arts
Animation movies
Indie games

CONTACTS

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EDUCATION

2016-2017, Master's degree in Management of 3D Interactive technologies at l'École Supérieure Nationale d'Arts et Métiers, Angers (France)

2015-2017, Master's degree in Virtual Reality at READi Design Lab, Nantes (France)

Learn how to design a virtual reality experience, learning the basics of game design and storytelling, prototyping VR/AR application and preparing our end of studies project.

2013-2015, Bachelor's Degree in interaction design at L'École de Design de Nantes Atlantique (France)

Learning of the methodology, ux/ui design, prototyping web applications and connected devices, creating video games, making 3D modelisation and animation.

2012-2013, Foundation course in Design at l'École de design de Nantes Atlantique (France)

Learning basics of the designs (product, packaging, space, interaction, graphics), drawing and general knowledge about design.

2011-2012, Baccalaureate equivalent to «A» levels in economics section at Notre Dame Toutes-Aides (France)

EXPERIENCE

February to today, UX Designer at Ubisoft International Production

I worked as an UX/Prototyper designer for the FunLearning team (R&D) at Ubisoft in Paris. Working into transforming and implementing learning material into video games. I work with various subjects such as programming, psychology and chemistry.

May to October 2017, End of studies internship at Dassault Systèmes

I worked as an UX/Prototyper designer for Dassault Systèmes in Paris. I participated into the creation of different augmented reality experiences, prototyped application using mainly AR tools and organised design workshop.

September to January 2016, Internship at Amadeus Services Limited

I worked as an integrated designer for Amadeus in London in order to redesign a data software, which manages a lot of data, with a lot of coding and design constraint. It was a challenging project that allowed me to discover an other side of my profession.

Avril 2015, Laval Virtual Fantasy

Won the limited time competition at Laval Virtual with the project «Gizmo». As a team, we had 30 hours to realize the best 3D realtime app.

September October 2014, Internship at 42Factory

42 Factory is a connected devices manufacture, I had to work on identity project and a dashboard for a connected weather station and graphic design. I learnt to work with other professions such as developers and graphists, to be autonomous and to stand up for my ideas.

June 2014 to 2016,

Started freelance as a graphic designer. I increased my drawing skills, learning to take care of a client, be autonomous and respect deadline.