AMANDINE BASSET
UX/UI Designer

UX/UI Designer with 3 years of experience, looking for new challenges to grow and contribute to impactful digital projects.

PROFESSIONNAL EXPERIENCE

Webdesigner UX/UI
Bayard Service

CDI
September 2023 - **Currently**

As a Web Designer at Bayard Service, I manage digital projects from initial client brief to final front-end integration. I design complete user experiences, from wireframes and UI mockups to custom theme development using WordPress FSE. I'm responsible for creating tailored visual identities, coding responsive interfaces (HTML/CSS/JavaScript), and ensuring seamless integration. I also handle the ongoing maintenance and optimization of existing websites, while applying UX/UI best practices throughout the process.

UX/UI Designer
Wide Agency

Internship
6 month - February / July 2023

6-month internship as a UX/UI Designer, where I was involved in designing user journeys, creating wireframes, and developing user interfaces tailored to different client needs. I contributed to building visual identities and ensured consistency by producing high-fidelity mockups and maintaining graphic elements. I also supported the implementation of ergonomic best practices. This experience allowed me to actively contribute to the setup and evolution of a Design System on Figma.

Junior video artist
Ubisoft Montpellier

Internship
4 month - May / August 2022

Communication Department
Design and production of content: photo and video graphics.
- Organization of the logistics of photo and video capture of events and employee portraits.
- Post-production done on PremièrePro (audio and editing)
- Motion Design made on After Effect

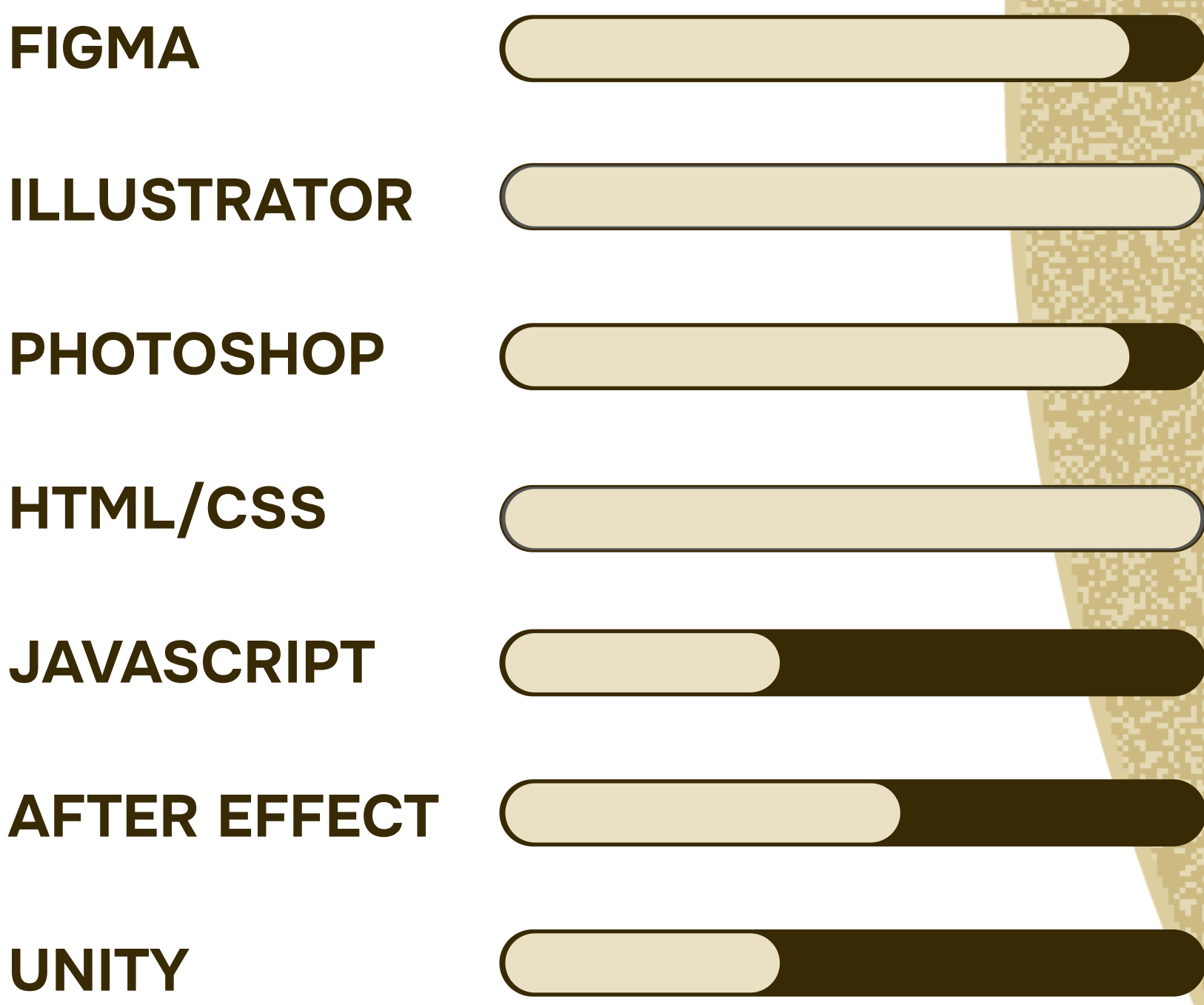### Communication assistant
Éditions Cosy

Internship
3 month - June / August 2020

Assitance Web & Community Managment
- Publication of Instagram posts (Visual + writing)
- Publication of articles on the website
- Writing and production of newsletters
- Post planning

SKILLS

FIGMA
ILLUSTRATOR
PHOTOSHOP
HTML/CSS
JAVASCRIPT
AFTER EFFECT
UNITY

SOFT SKILLS

Empathy

Clear Communication

Curiosity

Creativity

Teamwork

Patience & Resilience

Time Management

ENGLISH : PROFESSIONAL WORKING PROFICIENCY

DIPLOMAS

+5

Master mention Audiovisuel, Médias Interactifs numériques, Jeux Spécialité Designer-scénariste de projets audiovisuel multisupport

2021/2023 - UNIVERSITÉ LYON 3 JEAN MOULIN (69)

+3

UNIVERSITÉ SAVOIE MONT BLANC

Licence 3 Information - Communication

2020/2021 - UNIVERSITÉ DE SAVOIE MONT-BLANC (73)

+2

UNIVERSITÉ DE TOULON

DUT Métiers du Multimédia et de l'Internet
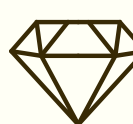
2018/2020 - UNIVERSITÉ DE TOULON (83)

INTEREST

I've been passionate about video games from an early age, which naturally led me to graphic design. Today, as a UX/UI Designer, I thrive on creating meaningful, user-centered experiences. Over time, I've also become deeply interested in sustainable design practices, and I'm increasingly committed to integrating eco-design principles into my work to reduce the environmental impact of digital products.

EXPERTISE

- Identifying target audiences through data analysis and user research
- Creating personas, usage scenarios, and user flows based on real needs
- Defining site architecture and mapping existing features
- Designing wireframes and interactive prototypes using Figma
- Producing UI mockups aligned with established visual guidelines
- Integrating responsive HTML/CSS/ JavaScript templates
- Developing custom WordPress themes using Full Site Editing (FSE)

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