

# Léa Genais

UX UI DESIGNER

## CONTACT

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http://leagenais.com

## LANGUAGES

### French

Mother tongue

### English

Good working knowledge

### Spanish

Fluent

## SKILLS

- **Adobe Suite**  
(Photoshop, Illustrator, After Effect...)
- **Sketch, Principle, Figma, Adobe XD**
- **3DSMAX, Unity, Cinema 4D**
- **Basics Programation**  
(HTML, CSS, JavaScript)
- **Video Software**  
(Sony Vegas Pro, Premiere Pro...)

## INTERESTS

- Video Games
- E-sport
- AR/VR
- Psychologie
- Filmmaking
- Dancing
- Animals

## EDUCATIONS

### L'ECOLE DE DESIGN NANTES ATLANTIQUE

5th year of Human Machine design Master's degree | 2020-2022

Deepening UX and UI design methodology with concrete projects.  
Working in co-op with Accenture Technologie.

### L'ECOLE DE DESIGN NANTES ATLANTIQUE

3rd year of interaction design Bachelor's degree | 2018-2020

Specialized in **User Experience** (Design Research, Personas, User Interview Process, Empathy Models, Wireframes, Usability Testing, Gamification, Accessibility), **User Interface** (Visual Identity, Design System, Information Architecture, Responsive Interfaces, Prototyping, Motion Design), methods like **Design Thinking** and **Design Sprint**. Finally, discovered 3D world with 3DS Max and Unity.

### E-ARTSUP

1st year of design Bachelor's degree | 2017-2018

Learn the basics of design specialities (Motion, Interaction, Communication and Game).

## AWARDS

### Hackathon Covid 19 - Co-lectif

EUvsVirus | March 2020 - September 2020

Created and designed a Web App to help French people during the Covid 19 crisis and received the **THIRD place** in the category "Protection of Isolated & at-risk groups".

### Entrepreneurship programme

Les Entrep' / October 2018 - March 2019

State-recognized entrepreneurship training, learning enterprise creation fundamentals. How to make financial and business plan ...

## EXPERIENCES

### Accenture - UX/UI and Motion Design sandwich courses

FR | September 2020 - September 2022

Designing interfaces for different clients, working on accessibility of mobile and desktop applications. Learning to communicate with developers and leading ideation workshop. Improving my motion skills with through project videos.

### Games community Freelance - UX/UI Design

EN | October 2019 - June 2020

Worked on interactive interface and visual identity for a Discord community in World of Warcraft.

### WIZTIVI - UX/UI Internship

FR | August - October 2019

Worked on graphic designs, onboarding interfaces, UX and UI websites, logos and sound design.