Claire Thomas.

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AUG 2020 PRESENT

ux ui experience.

LEAD UX DESIGNER

Mabbly & Tolmar Pharmaceuticals

- Design responsive resource center for HCPs and sales reps
- Organize content hierarchy and build Information Architecture
- Adapt existing print content to online readability and usability
- Sketch low-fidelity wireframes (fail fast!)
- Use client design tools to build mid-fidelity wireframes and interactive prototype

- Plan and conduct user testing, iterating on designs following user feedback

FEB 2020

UX/UI DESIGNER

OuiMoveUp

- Mobile app design from the ground up
- Used Design Thinking and User-Centered principles to create a clearer, more intuitive experience with new features.
- Created new, bright, friendly UI and graphic elements.

MAY 2019 UX DESIGNER

Capgemini Creative Design Studio, Paris

- Created high-fidelity responsive (3 break points) screens for front-end and back-office
- Worked within a budding Design System
- Conceived, iterated wireframes based on user/client feedback
- Participated in Spring Planning, project scope, and workshop sessions with the design and development teams, client

UX/UI TEACHING ASSISTANT

Ironhack UX/UI Bootcamp - Paris

- Took initiative to create & teach supplementary lessons
- Communicated constructive and actionable feedback
- Reacted to weekly student feedback to improve classes
- Maintained an NPS over 80%

MAR 2019

MAR 2019

MAY 2019

UX/UI DESIGNER *OuiRun - Paris*

- Redesigned, rebranded existing mobile app & design system
- Followed Design Thinking method in intense 2-week sprint
- Iterated designs based on user and client testing/feedback
- Ran workshops and presentation meetings

relevant experience.

JUN 2011 MARKET & USER RESEARCH CONSULTANT

Brandtrust, Inc - Paris, London, Lyon

- Primary research focus: healthcare and pharmaceuticals
- Extract valuable fundamental reactions and emotions through specialized methodologies in one-on-one interviews
- Participate in synthesizing and drawing poignant conclusions

profile.

I am a driven, passionate UX Designer with a background in research and business. I am looking to work for authentic and thoughtful companies, creating meaningful products people can feel good about using. It is a keystone of my life to always push myself to continue learning and improve my knowledge, skills, and ability to understand others as a designer... and as a fellow human

skills and tools.

Design

Sketch Figma Abstract Marvel inVision Zeplin Adobe suite Principle

Programming

HTML CSS

Research

Rapid prototyping Wireframe Persona User Journey IA & Sitemap Interview Data Analysis

Hands-on Public Speaking

Storytelling Photography