



AURÉLIE HAIDER

UX/UI DESIGNER
permanent 80% contract

ABOUT ME

Beside my experience as software engineer since 2008, I became **UX designer** 8 years ago and got completely addicted to it. I would be thrilled to join a company who thinks UX design is key to reach excellence in software development.

TRAININGS

2020 UX DESIGN

- Understanding UX criteria theory
- Understanding UX designer interactions with the client and the different teams during a project
- Learning techniques and processes to understand user needs and wishes (*SUS, DEEP, cognitive psychology, interviews, focus groups, surveys, user personas, experience maps, card sorting, ...*)
- Benchmarking - competitive analysis
- Developing efficient communication with the development team (*detailed wireframing for dev, atomic design*)
- Adapting solutions to tech possibilities.
- Wireframing and graphical design (*zoning, color theory, typography, eye trajectory, thirds theory, accessibility*)
- Users tests and evaluation (*Satisfaction surveys: SUS, CSUQ, UMUX, DEEP*)

2020 PROJECT MANAGEMENT

- Project planification and follow-up
- Efficient collaboration and communication
- Deadline compliance

EDUCATION

POLYTECH MARSEILLE

2007-2004 Master degree (engineering) in computer science

AIX-MARSEILLE UNIVERSITY

2002-2000 Computer Science

CONTACT

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EXPERIENCE

- TODAY | **INCORE-SYSTÈMES** FRANCE
UX DESIGNER
2016
- In charge of creating visual and flow homogeneity in the company softwares and their graphical identity
 - Creator and maintainer of the design system (*ZeroHeight*)
 - Continuous user needs analysis (*Focus group, interviews, card sorting, experience maps, ...*)
 - Information architecture (*Mind mapping (Xmind), Similarity matrices, dendograms, design thinking...*)
 - Wireframing and design (*Figma, Balsamiq*)
 - Expert audit and users tests (*Observations in situ, satisfaction survey (Microsoft Forms, Flow), focus groups*)
- 2022 | **DOCUMENTATION MANAGEMENT**
2021
- Audit of existing systems for every department, and user needs analysis
 - Setting up of tools and methods (*Sharepoint, templates OneNote, Bookstack*)
 - Gathering user experiences and feedbacks to improve the new methods
 - Change help and support
- TODAY | **SOFTWARE ENGINEER**
2012
- Continuous improvement of our solutions' system architectures, obsolescence management and hardware maintainability (*Linux*)
 - Backend software for vision and traceability systems in surface inspection of industrial processes (*C, Linux drivers*)
 - Application porting from DOS to Linux
- 2011 | **SDP GAMES** FRANCE
ENGINE DEVELOPER
2010
- Video game engine developer (*C/C++, OpenGL*)
 - Application porting (*Nintendo > iOS*)
 - Client follow-up
- 2010 | **TRINITY COLLEGE DUBLIN** IRELAND
RESEARCH ASSISTANT
2008
- Detection of sensitive content in video analysis for Google & PixAlert (*C++, OpenCV, OpenMP, VS*)
 - Cancer detection and classification in medical videos for Dublin's hospitals (*C++, OpenCV, VS, Matlab*)