

# Charlotte de Brabant

## UX Designer

Driven UX Designer and User Researcher, I'm looking for a company where I could apply my skills and impact the projects. I like mixing creativity and methodological rigour to offer the best possible user experience.

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06.51.02.21.36

Paris/Angoulême, France

 [Portfolio](#)

 [LinkedIn](#)

## SKILLS

UX Design

UI Design

User testing

Prototyping

Problem solving

Design system

## SOFTWARES

Unity 3D

Figma

Adobe Illustrator

Adobe Indesign

## LANGUAGES

French

*Native*

English

*Bilingual*

German

*Conversational*

## INTERESTS

Digital accessibility

Theater

Baking

## EDUCATION & EXPERIENCE

### UX Designer

NIEKO (Vilnius, Lithuania)

11/2024 - 05/2025

- Introduction of a user centric approach
- Implementation of playtests & recrutement for an ongoing project (Remembrance)
- Onboarding, learning curves and interfaces (Figma)
- Refinement of readability and usability

### Personal project

2022-2023

- Redesign of the project Cache-Cache for mobile
- User research and new mock-ups

### Customer Advisor

Anteles

03/2021 - 06/2021

### UX Designer (internship)

The Pixel Hunt (Paris, France)

05/2020 - 08/2020

- UX review and analysis of different projects (video games, websites)
- Design of a UX/UI feature on a project in development (The Wreck)
- Implementation of user tests and accessibility on the same project

### Master JMIN - Ergonomie

CNAM-ENJMIN (Angoulême, France)

2020

- UX Design
- Prototyping
- UI Design
- Work in multi-disciplinary teams

### Game Designer (internship)

Lambda Escape (Saint-Louis, France)

07/2017 - 09/2017

- Conception d'une nouvelle salle (Escape game)
- Amélioration de l'expérience des salles pré-existantes (tests, retours utilisateurs)

### Bachelor Game Design

ICAN (Paris, France)

2017

- Game Design
- Playtests
- Adobe suite, Unity 3D
- Agile methodology

## PROJECTS



### Remembrance

- Narrative puzzle game
- Non-euclidian geometry
- First person camera



### Cache-Cache

- Cooperative puzzle game for 2 players
- One screen per player
- Mobile and desktop