

cecilia lejeune

UX DESIGNER AND DEVELOPER

📍 Paris, France

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🌐 www.cecilialejeune.com

SKILLS

UX: Rapid Prototyping • User Research • User Testing
• Design Sprint

Development: C# • Unity • Python • Android • Java
• JavaScript • SQL • Software Architecture • Design
Patterns • Git • CI / CD • Docker

Design: Interaction Design • Visual Design with Photoshop
• User Flows & Wireframes with Sketch • Motion Design
with After Effects

Languages: French (Native) • English (Fluent) • Russian
(Notion) • Japanese (Notion)

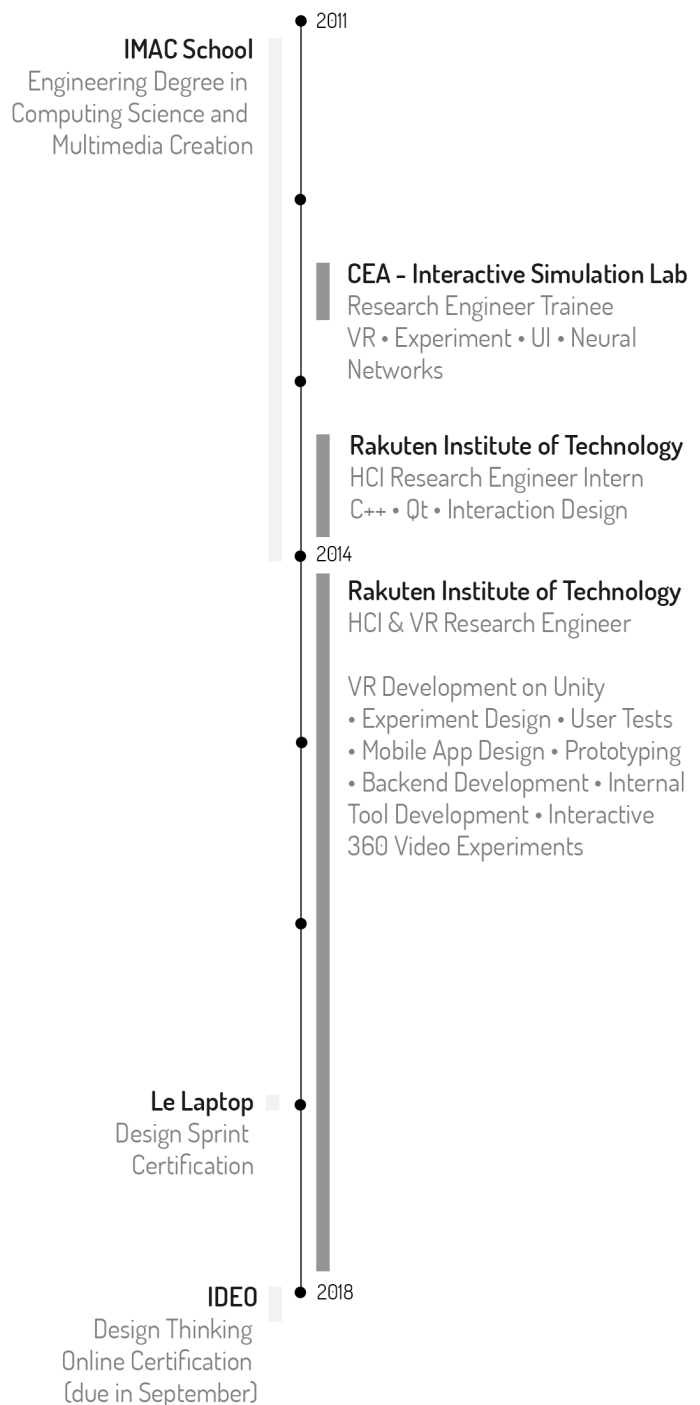
ACHIEVEMENTS

- Patented a Gesture Interface System, International Patent number W/02016166902 (2016)
- Awarded "Digital Women" Excellencia Trophy (2015)
- Co-founded Virtual Association, the most active french community around VR (2014)
- Team won 3rd prize and Jury Special Mention at Paris Datathon for housing (2018)
- Was in VR before it was mainstream
- More than 17k views on a fan-made Assassin's Creed Video

FAILURES

- Attempted three times to publish at Siggraph Conference on VR Shopping experience
- Didn't get to the end of the Machine Learning Course by Andrew NG on Coursera
- Didn't published the Rakuten Virtual Boutique project on Steam
- Failed to create a VR research team within RIT
- Stopped learning japanese after two years of weekly classes

EDUCATION/ EXPERIENCE



INTERESTS

Sustainability / Philanthropy / Virtual Reality / Smart Things / Video Games / Travel