

ABOUT

Hey, I am Noémie Nicolas!

I am a 23-year-old interaction designer who recently graduated from Malmö University, Sweden. Creating both meaningful and inventive interactions is what leads my motivation. Loving collaborative work and convinced of its value, I am highly looking for developing my experience within a team!

LANGUAGES

FRENCH				native
ENGLISH			- fluent	ilativo
ITALIAN	~~~~~~	still need		
SWEDISH		practice		

SKILLS

DESIGN: UX, UI, Service Design, Graphic Design
SOFTWARES: Adobe Photoshop, Illustrator,
Indesign, After Effects , Wordpress
CODE NOTIONS: HTML/CSS, Javascript, Arduino
PROTOTYPING TOOLS: Sketch, Invision, After Effects
ENVIRONMENT: MAC/PC user

ADDITIONAL: Photography, Illustration

CHARACTER

Curious Sensitive Good observer & listener Adaptative Creative Open-Minded Calm Self-critical Optimistic Productive Patient

INTERESTS .

Photography Graphic Design Illustration

Piano + Singing Polar Books Cinema Yoga, Running Languages Travelling CONTACT

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www.noemienicolas.com noemie.ncls@gmail.com +33 6 67 48 32 31 From France

EDUCATION

2016 2015	Ŷ	INTERACTION DESIGN MASTER II Malmö University, Sweden
		Playful Interaction Social Innovation Thesis II
2015 2013		INTERACTION DESIGN MASTER I Villefontaine, France
		UX and UI Design Ethnography Design Fiction Thesis I
2013 2011		GRAPHIC DESIGN & MULTIMEDIA TECHNICAL DEGREE Rennes, France
		Web Design Motion Design Graphic Design
2011 2008	ļ	APPLIED ARTS TECHNICAL COURSE (BAC STI) Rennes, France

EXPERIENCE

2017	Ŷ	FREELANCER
2015 2014	0	1D LAB Collaborative Company developing the first 'fair-trade' streaming platform - music, video, games -
		UX, UI, Graphic design print & web, Mediation
2013		AVANT-GOÛT STUDIOS Design studio specialized in interactive exhibitions, installations, creative applications
		UX, UI, Scenography, Illustration
2011	6	HASTONE Advertising & consulting agency
		Web design, Graphic design

EXTRAS

SIDER CONFERENCE International Conference for and by IxD students Paper & Submission, Catering & Volunteers Chair MUSEOMIX Hacking event around re-mixing museums UI and UX within a team