

# Anaëlle Beignon

Interaction Designer

## Skills

### Tools

- Adobe suite (In Design, Illustrator, Photoshop, After Effects)
- Figma, Framer, Miro
- Qgis (Basics)
- Arduino (Basics)

### Methods

- Participatory design and co-design approaches  
Workshops, collaboration with stakeholders...
- Creative & Experimental approaches to design

Design fiction, critical design, Design probes...

- UX design methods  
User journey mapping, Interviews, Personas, Wireframes, Iterative process, Card sorting, Storyboards...

### Languages

French (Native) • English (Fluent) • Spanish (Basics)

HTML • CSS • notions of Javascript

## Events

### • 2020 - Presentation at DIS2020

Presentation of my published paper 'Tricky Design Probes'.  
Participation and presentation of my work at a workshop at the conference.

### • March 2018- Scientific Game Jam

Grenoble, France

2nd price.

### • February 2018 - Design conference volunteer

Interaction 18, Lyon, France

Orientation of the attendees.  
Attending the conferences and a workshop.

### • 2020 - Mirage Festival

Lyon, France

Exhibition of my project 'Cyber Resume Dispenser'

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Available for Freelance missions.

## Education

### 2019-2021

**Interaction Design MA**  
Malmö University, Malmö, Sweden

Research oriented Master focused on Scandinavian approaches to Interaction Design. Master in English.  
My 2nd year thesis theme: 'Design for Obsolete Devices'

Participatory Design, Design Fiction, Prototyping, Academic Research, Game design, Social Innovation, Embodied Interactions, Service Design

### 2017-2019

**DSAA Interaction Design & Interactive Design**  
Pôle Supérieur de Design, Villefontaine, France

My 2nd year thesis theme: 'Deconstructing habits. The contribution of Design in the political discussion of gendered habits.'

User-centered design, UI/UX Design, Design fiction, Prototyping, Code, 1 year apprenticeship

### 2015-2017

**BTS Graphic Design**  
Lycée Bréquigny, Rennes, France

Professional degree on Graphic Design, with a focus on Digital media.

UI/UX, Motion Design, Code, Graphic Design

### 2012-2015

**Arts and Design specialization in High School (Bac STD2A)**

Lycée Laplace, Caen, France

With honours.

3 year introduction program to applied arts and design.

## Experience

### 2020-2021

**Tutor on Design courses**  
EM Lyon, Lyon (remote), France

Tutoring groups of students for conceptualizing and prototyping design projects on two courses: Designing With Web & Processing with AI

Tutoring

### June to August 2020

**Research Engineer**  
INSA, Lyon, France

- Contribution to the framing of a research project about citizen participation in public libraries.
- Finalisation of a catalogue displaying previous research.

Research Graphic Design

### 2018-2019

**Research Engineer**  
LIRIS, Villeurbanne, France

1 year apprenticeship.  
Research through Design on public transportation data visualization.

Research Graphic Design Interaction Design Data Viz

### April 2018

**Design researcher**  
Telecom ParisTech, Paris, France

Internship. Design of a card game activity workshop presented at the conference VIS18.

Graphic Design Workshop Research Data Viz

### November & December 2018

**UI/UX Designer**  
OrangeLabs, Meylan, France

School project in partnership with the R&D department of Orange. Design of an application for connected homes.

Hackathon UX/UI Interaction Design

### March & April 2016

**UI/UX Designer**  
MBA Multimedia, Rennes, France

Internship. Webdesign. Design of an app for a music broadcasting service.

Web Integration UI/UX Graphic Design