

Juliette RuauX

ui ux & product designer

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profile

I'm a product designer who's specialised in ui and ux design for videogame, wich means i worked on big projects, and technicals matters in a variety of softwares and engines. I also do some painting and paper sculpting.

education

2015-2017	Master video game ENJMIN Angoulême Game art
2014-2015	Licence pro video game UM3 Montpellier Game art, Game design
2012-2014	BTS graphic design Lycée Jeanne d'Arc Rouen Interactive design, editorial design, animation, web, film, photo

skills

90%
Adobe XD & all

65%
Sketch

80%
Figma

80%
Unity

75%
Unreal

experience

- 3DVIA, Dassault system**
2024 Product designer, DS architect
2023 All solutions - ui, ux, ur, design system
- Matcha Wine**
2023 Product designer
2022 All solutions - ui, ux, ur, test, graphic design, plvs
- Ubisoft**
2022 Ui designer
2020 Just Dance - Unity builder, DA, ui, ux, integration, css/html, and motion design
- Cyanide studio**
2020 Lead ui ux designer
2018 Werewolf: the apocalypse - earthblood - Unreal engine 4, ui, ux, tests, integration, motion design
- Kalank**
2018 Ad and consultant
2017 Brand ad, logo, web design
- Blacksheep**
2017 Ui designer
Spike volley ball - Unreal engine 4, ui, ux, integration, motion, graphic design, 3D
- Freelance**
2019 Graphic designer
2015 Ad, ui, ux, webdesign, arborescence, userflow, management, animation