



Lea Foschiani

UX UI designer



Professional experience

UX UI DESIGNER, INSIGHT : Solutions integrator
January 2024, March 2024 (*permanent contract*)

UX UI DESIGNER, BEEVORA GROUP (Start-up) : Mobil app of sports betting games
November 2020, July 2023 (*Internship & remote permanent contract*)

Graphic redesign of the app with UX Methodology

- UX process concerning the new fonctionnalitie
- Userjourney, userflow, audit, benchmark, survey, wireframes, UX research, workshop UX (6 to 1, shadowing)

Software used : Miro, figjam, figma

- UI design graphic, prototype, UI Kit

Software used : Figma

Working collaboratively with developers and project manager

Creation of documentation for developers and organization of figma file

Software used : Figma, Asana, Notion

WEBDESIGNER, FINAXY GROUP : Insurance Solutions

July 2019 à November 2020 (*Internship*)

Graphic redesign of websites on WordPress

Axis, Corporate-Assistance, Assurance forêt

Software used : WordPress local, fileZila, Alwaysdata

Creation of new websites bootstrap, Html, Css

Sogessur, e-vivaxy

Software used : Atom, Adobe XD

Logos, branding creation, graphic charters, prototypes

Software used : Adobe XD, illustrator, indesign



Master degrees

DATA MARKETING & UX DESIGN

Master 1, INSEEC Sup de Pub,

September 2019 - April 2020 (*internship Finaxy*)

- UX research & Analysis, User interviews & survey, cognitive psychology, design thinking, workshop UX (cards sorting, 6to1..)
- Benchmark & analytics, SEO/SEA, personae, user journey, wireframes, prototypes, UX design, design thinking, design & conception, hierarchy of informations, user flows, user-testing (maze)

UX MANAGEMENT, STRATEGIE EXPERIENTIELLE

Master 2, INSEEC Sup de Pub,

September 2020 - September 2021 (*internship Beevora*)

- Management of digital projects & startegic plan
- Design thinking, SCRUM, design sprint
- Innovation, user experience, user research, clusters
- Qualitative and quantitative research
- workshop UX design
- UI design, branding (mobile & desktop)

