

 EDUCATION

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- 2015 — 2016 **MSc • MEDIA AND ARTS TECHNOLOGY**  
Queen Mary University of London, England · with overall distinction  
Achieved as part of the MAT MSc + PhD programme (*PhD not completed*)
- 2011 — 2015 **BSc (HONS) • DIGITAL INTERACTION DESIGN**  
University of Dundee, Scotland · with first class honours
- 2009 — 2011 **BAC PRO • GRAPHIC DESIGN**  
Lycée Gutenberg, Strasbourg, France · equivalent to a BTEC National Diploma · with honours
- 2007 — 2009 **BEP • PREPRESS AND PRINT PRODUCTION**  
Lycée Gutenberg, Strasbourg, France · equivalent to a BTEC First Diploma · with honours

 WORK EXPERIENCE

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- since june 2017 **ACCESSIBILITY & USABILITY CONSULTANT**  
AbilityNet, London, England · Providing digital accessibility audits, recommendations, design reviews, ad hoc guidance, and technical training to a wide range of clients.
- sept 2016 — mar 2017 **TEACHING ASSISTANT**  
Queen Mary University of London, England · Demonstration in labs, tutorials and one-to-one support with students. Supported modules in creative coding for artists, and graphical user interfaces. P/T.
- april — september 2016 **DATA ENGINEER INTERN**  
boot, London, England · R&D, interaction design and embedded development for an interactive art installation enhancing the experience of musicians improvising in public spaces.
- june — september 2015 **RESEARCH ASSISTANT / BACK-END WEB DEVELOPER**  
dot.rural + University of Aberdeen, Scotland · Full stack development and UX design of a custom content management system, and an API, for the WoodWorks research project.
- may — december 2014 **RESEARCH ASSISTANT / INTERACTION DESIGNER & DEVELOPER**  
University of Dundee, Scotland · Interaction design and embedded development of a physical research prototype, looking at potential uses of tangible interfaces for children on the autism spectrum. P/T.
- january 2013 — feb 2014 **BACK-END WEB DEVELOPER**  
mtc. media, Dundee, Scotland · Initial development and maintenance for a large range of e-commerce, corporate and institutional websites. P/T.
- etc. **INTERNSHIPS** at Com'Quoi (January 2011), Disturbance (October 2010), Shining Karma (June 2010), Wecom (March 2010) and Reymann (May 2008). Graphic design and front-end development.  
**FREELANCE WORK** as a graphic designer and developer for Philippine Janssens, Arthénon, Mars Chocolate, Single Farmhouse and CargoÉlan

 SKILLS

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**design** **Usability engineering** & interaction design; design ethnography, research and **evaluation**  
**Microinteractions** development, user interface design, data visualisation, inclusive design  
**Graphic design**, editorial design, visual identity

**development** **Frontend** → Javascript, D3.js, HTML/CSS, ARIA, Sass, React\*, Ionic\*, Cordova\*  
**Backend** → Python, Laravel + PHP, Node.js, SQL, Java\*, Ruby\*  
**Interaction** → Arduino, Processing, Framer, Quartz Composer, Max/MSP\*, OpenCV\*  
**Misc.** → Git, LaTeX, shell scripting, Julia, Office/vBA, R\*

**tools** **Prototyping** → Axure, Framer, OmniGraffle, InVision, Rhino/3D Printing\*  
**Graphics** → Sketch, Illustrator, InDesign, Photoshop  
**Accessibility** → WCAG audits, screen reader testing, automated & CI testing  
**Audiovisual** → Resolume, Final Cut Pro, Motion\*, Logic Pro\*

\* = LIMITED EXPERIENCE

**interests** Typography, digital preservation, data visualisation, service design, digital inclusion,  
information architecture, physical computing, security usability

**shiny medals** Certified Professional in Accessibility Core Competencies (IAAP), 2017  
Work exhibited at Sónar+D (Barcelona), IDC (Manchester) and Inter/sections (London), 2016  
Winner of the William Armstrong Davidson prize (DJCAD), 2015

**misc.** Fluent in French and English; full clean EU driving licence  
Trained as first aider at work & fire warden