

 EDUCATION

- 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

- 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 for modules in creative coding for artists (postgraduate), and graphical user interfaces (undergraduate). 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 + DEVELOPER**
dot.rural + University of Aberdeen, Scotland · Full stack development and UX conception 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 prototype for research; looking at potential uses of tangible interfaces for children on the autism spectrum. P/T.
- january 2013 — feb 2014 **BACKEND 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 frontend development.
FREELANCE WORK as a graphic designer and developer for Philippine Janssens, Arthénon, Mars Chocolate, Single Farmhouse and CargoÉlan

 SKILLS

design **Usability engineering**, design ethnography, research and evaluation, inclusive design
Interaction design, microinteractions development, user interface design
Graphic design, editorial design, visual identity, data visualisation

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, sonic interfaces

shiny medals Certified Professional in Web Accessibility, and Web Accessibility Specialist (IAAP), 2018
Certified Professional in Accessibility Core Competencies (IAAP), 2017
Work exhibited at Sónar+D (Barcelona), IDC (Manchester) and Inter/sections (London), 2016
William Armstrong Davidson prize (DJCAD), 2015

misc. Fluent in French and English; learning Spanish, German, Serbian, Icelandic, BSL and Dutch
Full clean EU driving licence · trained as First Aider at Work & fire warden