

LUCIE BOLE

Multidisciplinary designer with expertise in UX/UI and Graphic Design, Lucie Bolé is currently an Interaction Designer at Idean, Capgemini.

EXPERIENCE

- User Research
- Prototyping
- User Testing
- UI Animations

- Illustrator
- InDesign
- Photoshop
- After Effects

- Invision
- Sketch
- Adobe XD
- HTML/CSS
- Javascript
- Unity

- French

Idean - Capgemini. New York, USA. Interaction Designer, 02/2021 - Present.

Designs User Interactions and Experiences for Idean's and Capgemini's North America clients.

Superworld. New York, USA. UX/UI Design Lead, 06/2020 - 01/2021.

Led, supervised and mentored three teams of five designers to revise the company's products, website and visual identity. Identified and executed new product research and development initiatives, in collaboration with product managers and developers.

WIX. New York, USA. UX/UI Design Intern, 06/2020 - 08/2020.

Designed and launched the new website of the non-profit organization, Art in Touch, and created an online campaign for quip, electronic toothbrush company.

AHOY Studios. New York, USA. Graphic Design Intern, 01/2018 - 08/2018.

Delivered conceptual print and digital designs for organizations, such as the 2018 United Nations' Gender Equality Report, and motion designs for the Public Art Fund's and the Hirshorn Museum's digital campaigns.

EDUCATION

Parsons School of Design. USA. 2018 - 2020.

Master of Fine Arts in Design and Technology (UX/UI).

Cornell Tech. USA. 2019 - 2020.

Product Studio and Startup Studio.

ECV, École de Communication Visuelle Paris. France. 2013 - 2016.

Bachelor Degree in Graphic Design.

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