

Charlotte Benoit

CX/UX DESIGNER

www.charlyebenoit.com

Cell: 514 576 2010

@ : charlye.benoit@gmail.com

[LinkedIn](#)

WORK EXPERIENCES

CX/UX Designer

Nurun • Montreal • Since Apr. 2019

Lead user-centric transformation and digital engagement of 48 Billion dollars revenue company through Agile practice, UX methodology, research and design while leveraging Design Thinking.

UX/UI Designer - Studio Manager

iGotcha Media • Montreal • Apr. 2018 to Apr. 2019

User research: Benchmark, User flow, data analysis...

Design: Wireframes, Specifications, Data Design, Game Design, Interface design, User Testing

MGMT : Team of 4 designers, implementation of Agile and Design Thinking practice, Studio revenues increased 35% in a year.

UX Designer

Mediative • Montreal • Nov. to Dec. 2017 (contract)

User research: Benchmark, data analysis...

Design: UX Personalization strategy, definition of user stories, User flows, data modelization, Ideation, Wireframes

UX Designer

LVL Studio • Montreal • Oct. 2016 to Oct. 2017

User research: User testing protocole, Benchmark, User flow, data analysis...

Design: Design Thinking, Game Design, Wireframe and animated prototyping for mobile, tablet, desktop and TV, web or applications

Project Manager/UX Designer

Director's Fortnight • Paris • Jan. 2016 to May 2016

UX Design: UX research, prototyping, Wireframes, User flows, front-end integration (wordpress, html, CSS, Javascript), features development and implementation, QA testing, SEO, user testing.

Digital Manager

Label AT(h)OME • Paris • June 2014 to Jan. 2016

International and digital sales and promotion

Web Design: UI and UX Design, webmaster, front-end integration

Webmarketing: Community management, SEM and SEO, E-commerce

International Manager

Conflikt Arts • Paris/London • Sep. 2011 to Sep. 2013

Partnerships: Scheduling and International key accounts management.

Webmarketing E-Commerce: Copywriting, community management, SEO, User flow improvements

SKILLS

Adobe XD	● ● ● ● ●
Figma	● ● ● ● ●
Sketch	● ● ● ● ●
Design Thinking	● ● ● ● ●
Agile	● ● ● ● ●
Axure	● ● ● ● ●
HTML	● ● ● ● ●
CSS	● ● ● ● ●
JQuery	● ● ● ● ●
Bootstrap	● ● ● ● ●
Unity	● ● ● ● ●
Wordpress	● ● ● ● ●
Illustrator	● ● ● ● ●
Indesign	● ● ● ● ●
Premiere	● ● ● ● ●
Audition	● ● ● ● ●
AfterEffect	● ● ● ● ●
French	● ● ● ● ●
English	● ● ● ● ●
German	● ● ● ● ●

IBM Enterprise Design Thinking

Design Thinking Practitioner

Open Class Room

Introduction to Design Thinking

PIXELLES VII - Incubator

Game Design, 2D artist and development of a video game with Unity.

SAT - Introduction to VR

Introduction to VR environment with Unity 3D and 3D design

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Digital Coordinator

Volvox Music • Paris • Feb 2008 to Mar. 2011

Digital Project Manager: A&R,, SEO, Community management, Digital sales promotion, PR.

Synchronization: A&R, catalogue promotion, music supervision, contracts negotiation.

Web Design: UI and UX Design, webmaster, front-end integration, new features implementation, debug

EDUCATION

BACHELOR IN INTERACTIVE DESIGN

Gobelins, l'école de l'image • Paris • 2015/2016

UX Design / UI Design / Full Stack Development

LICENSE IN COMMUNICATION FOR ENTERTAINMENT

IUT Issoudun (Fr) • 2007/2008

Marketing / Communication / UI Design / Front Development/ Music Business / Project management

ASSOCIATE DEGREE IN INTERNATIONAL TRADE

Lycée Félix Le Dantec • Lannion (Fr) • 2005/2007

Marketing / Communication / Management / Sales

ASSOCIATE DEGREE IN ARTS OF SHOW

University Rennes 2 (Fr) • 2003/2005 (major cinema)

History of cinema / Cinema analysis / writing, directing, editing

EXTRAS

INTERESTS

Video games (PS4, Switch, The last of us, RDR2, Uncharted...), graphic novel, creative writing

TRAVELS

Canada, Great-Britain, Bosnia & Herzegovina, Croatia, India

MUSIC

Playing drums and guitar

TV SHOWS

Radio shows and blogs consulting for TV shows contents, Writer in 1st TV Shows MOOK in France «SOAP».

Portfolio

