FRANCESCA PARIS

UI /UX Designer

Portfolio: https://francesca-paris.github.io/portfolio/

Creative UI Designer with a background in 3D environment art. Experienced in creating digital visual products, using design principles to guide the user toward a certain goal.

Teddington, Greater London, UK

Dribble: FrancescaParis

Behance: FrancescaParis

FrancescaParis90@gmail.com

EDUCATION

udemy courses

CSS and HTML | 2022
JavaScript | 2022 - current

CareerFoundry

UI Immersion Program | 2020 - 2021

The program covered mainly UI Design (User Interface Design) with a secondary focus in UX Design (User Experience Design) and particular attention to the creation of mobile apps and web apps. During the final Frontend Specialization I have also learnt the basics of HTML, CSS and JavaScript.

Interaction Design Foundation

Gestalt Psychology and Web Design: The Ultimate Guide | 2020
The Ultimate Guide to Visual Perception and Design | 2020

Computer Graphics Master Academy

UE4 Modular Environments | 2017
Intro to Environment Art | 2016

University of Central Lancashire, UK

BA Games Design | 2011 - 2014

EXPERIENCE

3D Artist

Futurium | Bangor, UK | 2018 - 2020

I was involved in creating and delivering 3D interactive applications showcasing houses that were going to be built in the near future. In each project, I would be part of a team of three 3D Artists, responsible for the delivery of the project while collaborating with the different stakeholders. My tasks included:

- Creating 3D models of houses exteriors and floorplans and other environment assets such as gates and fences following the architect specification sheets
- Adapting existing textures using Adobe Photoshop, changing the material colour and similar small changes
- Organizing and updating the 3D Asset library together with the other 3D Artists.
- Using the file versioning system TortoiseSVN

Digital and Content Marketing Executive

Gruppo Trentino di Volontariato. Trento, Italy | 2017 - 2018

I participated for a year in the Italian Civil Service, where I had the opportunity to be involved with several activities of an Italian NGO working on International Cooperation. I was assigned most of the time on working on the digital side of the organization's work.

- Writing articles and creating web pages using Joomla and Adobe Spark Page
- Social media content creation and managing content releases
- Data analysis and reporting (Google Analytics, Google Business, Facebook Insight and Instagram Insights)
- Managing marketing campaigns (Google Adwords)

Game Artist and Game Designer

Internship | Corehab | Trento, Italy | 2015

I collaborated with a start up on the ideation of a new mobile product where gamification is used in order to help patients perform correctly physiotherapy exercises.

- Generating new game ideas and game mechanics
- Creation of concept art, 3D modelling and texturing

SKILLS

User Research	UI elements, patterns and hierarchy	Responsive Design and Accessibility
User Personas	Design principles and heuristics	Prototyping
Wireframing	Usability and A/B testing	Basic knowledge of HTML / CSS / GitHub
Atomic Design Systems	Mockup Design	Adobe XD, Figma, InVision, Photoshop, Illustrator