



Camille Perret

UI/UX Designer

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12059 Berlin, Germany.

Graphic designer turned UI/UX designer experienced in the high-end furniture industry, e-commerce, marketing and magazine (print) design. Skilled in creating visually pleasing, user-centered designs following design principles and design thinking. Adept in adapting in a fast-paced environment and an enthusiastic collaborator.

Tools

Sketch
Adobe XD
InVision
Figma
Flinto
Adobe Suite

Skills

Design Process
Wireframing
User Personas
User Testing
Prototyping
Graphic Design
Photography

UI/UX Projects

Budgie | Finance App *Jan 2023*
UI Designer - CareerFoundry Project

- Designed high-fidelity mock-ups for a budgeting mobile app following a project brief, creating a brand style guide, user-flows, wireframes and user-testing with the tools Sketch, Miro, InVision and UsabilityHub. See the project [here](#).

Out and About | Social City Guide App *Nov - December 2022*
UI/UX Designer - CareerFoundry Project

- Created a responsive social city guide app by conducting research, interviewing users, concepting and testing the prototypes in InVision and UsabilityHub. Integrating feedback into designs and crafting a brand to eventually create high fidelity wireframes and mock-ups. See the project [here](#).

Education

UI DESIGN
CareerFoundry
Sept 2022 - Mar 2023

Immersive six month full-time training program with certification. Focus on visual design principles, mobile app design, UX design, wireframing, prototyping, and responsive design. 6 UI/UX projects completed in Sketch.

Web Design Training
YOOBEE College of Creative Innovation.
Auckland, NZ.
Dec 2016 - Mar 2017

Bachelor of Graphic Design and Animation
Unitec Institute of Technology, NZ.
2012 - 2014

Relevant Work Experience

JUNIOR GRAPHIC DESIGNER *June 2021 - June 2022*
MYCS, Berlin

- Developed creative design, provided creative briefs for our 3D artist and employed my photography and editing skills, to produce higher engagement marketing material, newsletter campaigns, print material and website banners whilst increasing the quality of the company's image library.
- Contributed design ideas in early planning stages with channel owners and stakeholders to help successful campaign ideas be formed and gain ownership over projects.
- Worked with channel owners to gather and define requirements, establish scopes and manage project milestone within a Holocracy system, successfully managing my workload and establishing good relationships across teams.
- Recolouring of 3D renderings and photographs across all product ranges for colour changes, saving the need for new imagery to be created thus saving time and resources.

FREELANCE WEBSITE DESIGN *Jan - March 2020*
Jo Raill, Auckland

- Worked with client to understand personal style and business needs. Crafted a brand and visually designed website within program Wix, including booking system and online shop, thus helping her to launch her business and receive bookings.