

BOURDIER KIMBERLEY

UX/UI DESIGNER

CONTACT INFO

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ABN: 11511853929

Visa: WHV 417 (3rd years in Australia)

Languages: French: Native | English: C1

CAREER OBJECTIVE

UX/UI Designer with 5+ years of experience delivering user-centred digital products for web and mobile. Experienced in UX research, wireframing, UI design, prototyping, and usability testing. Skilled in collaborating with developers and stakeholders to create impactful, scalable solutions. Currently on a Working Holiday Visa (3 years in Australia) seeking a full-time product/UX role with sponsorship opportunities.

EDUCATION

WEB SCHOOL FACTORY - Paris, FR - 2015/2020

- Master's degree of RNCP "Industrial Designer" level I.
- Master's degree of "Innovation Manager" at level 7.

ISB - Dublin, IR - January/May 2018

1 semester abroad. Learning and study of Web-Marketing and Digital Communication in English.

CERTIFICATIONS

BRITISH COUNCIL IELTS - 2017

Obtaining the IELTS certificate with the grade of 7.5/9.

OPQUAST - 2017

Certification of Web Professionals.

SKILLS

Figma
Webflow | Framer
Miro | Jira | Trello
Html | Css
Sketching
Wireframing
Prototyping
Design Audit
Usability Testing
User Research
UX Design
UX Research
Micro-Interactions
Information Architecture
Workshop Facilitation
Agile Methodology | Lean UX | Atomic Design
Storytelling
Ab Testing
Design System

HOBBIES

Design
Music
Boards sport
Travel

WORK EXPERIENCES

FREELANCE - Remote - 2023 - 2025 (2 years)
UX/UI Designer

- Designed and delivered 4+ freelance UX/UI projects for web platforms using Figma and Webflow while on a Working Holiday Visa in Australia (3rd years).
- Designed user-centred digital products that increased user engagement.
- Conducted UX research and built design systems, UI, and interactive prototypes in Figma to support data-driven product decisions.

AB INBEV - Prague, CZ - Global leader in the brewing industry - 2021 - 2022 (1.5 year)
UX/UI Designer

- Conducted user interviews and usability testing for the esports platform Cooldown, leading to increase in user satisfaction.
- Led 15 user interviews and created personas and user journey maps in Figma to improve the Cooldown user experience.
- Developed and maintained a scalable design system with 50+ reusable components to ensure consistency across the platform.
- Designed 30+ UX wireframes and UI prototypes in Figma, improving engagement across the Cooldown product.
- Executed usability testing and A/B testing to validate design decisions.
- Collaborated with 4 developers and managed a 50+ item backlog in Azure DevOps for the development of the Cooldown mobile application.

FREELANCE - Remote - 2020 - 2021 (1 year)
UX/UI Designer

- Designed mobile applications and websites from user research to interactive prototypes using Figma.
- Conducted UX research through 15+ user interviews and detailed user journey mapping using Figma, resulting in valuable insights for optimizing the design process. Created design systems used by a team of 10 developers, resulting in consistent high-fidelity UI across multiple web and mobile projects.
- Collaborated with developers to prioritize a backlog of 50+ user stories and deliver key features on a web application using Agile methodology.
- Conducted 10+ usability tests and A/B experiments to identify usability issues and implement design changes, improving user satisfaction scores by 15%.
- Developed user research insights and design solutions that increased user engagement by 20%, aligning with overall business objectives.

OTHERWISE - Paris, FR - Fintech (Collaborative Insurance) - 2019-2020 (1 year)
UX/UI Designer

- Conducted 15 user interviews to gather insights that informed key product decisions for a fintech web platform.
- Improved user journeys by conducting user testing sessions, resulting in 30% faster task completion rates, and led 5 workshops to gather user feedback for design enhancements.
- Created over 15 low- and high-fidelity wireframes and UI components in Figma for various client projects, enhancing user navigation and overall experience.
- Created interactive prototypes using Figma and tested 5 user flows to enhance usability.
- Conducted A/B testing and ROX experiments using Kameleoon, resulting in actionable insights that improved user engagement.
- Developed detailed functional specifications for five major projects and managed a backlog of 150+ items using JIRA.
- Created engaging motion design assets for web presentations using After Effects.

EURE DEPARTMENTAL COUNCIL - Évreux, FR - Public Administration - 2018 (8 months)
UX/UI Designer Junior

- Performed user behavior analysis and market benchmarking using Google Analytics and customer feedback to identify key trends in user engagement.
- Led brainstorming sessions that generated 10+ innovative design solutions for user interface challenges.
- Created 30+ low- and high-fidelity wireframes using Sketch for web and mobile applications, improving design clarity and user experience.
- Designed over 10 user flows and interactive prototypes for web and mobile apps using Sketch, InVision, and Adobe XD, enhancing user engagement for targeted audiences.
- Conducted A/B testing and ROX experiments using Kameleoon, resulting in actionable insights that improved user engagement.