

Contact

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Barcelona, Spain

Portfolio: kimbrdesign.com

LinkedIn – Bourdier Kimberley

EU citizen: no work permit required

Tools

Figma · Webflow · HTML/CSS · Jira · Azure DevOps · Trello · Miro · After Effects · Motion Design · Illustrator · Photoshop · Claude · GitHub

Core Skills

Design

UI Design, Wireframing, Prototyping, Design Systems, Atomic Design, Micro-interactions, Motion Design, AI powered design tools

Research & Strategy

User Research, Usability Testing, A/B Testing, Personas, User Journey Mapping, Information Architecture, Design Audits, Workshop Facilitation, Data Visualization

Collaboration

Agile, Lean UX, Developer Handoff

AI & No Code

ChatGpt, Claude, Framer

Education & Certifications

2026

AI for Designers

Skill.re

2026

Generative AI

Microsoft & LinkedIn

2015 – 2020

Master's degree, Industrial Design (RNCP Level 7)

Web School Factory, Paris

2015 – 2020

Master's degree, Innovation Management (RNCP Level 7)

Web School Factory, Paris

Jan – May 2018

Web Marketing & Digital Communication (QQI Level 6)

ISB, Dublin, Ireland

2017

Certified Web Professional

Opquast

Languages

French – C2

English – C1

Spanish – A2

Kimberley Bourdier

UX/UI Design | Product Design | Web & Mobile | Design Systems | User Research

About Me

Product Designer & UX/UI Designer with 5+ years of experience designing web and mobile products across B2B, B2C, SaaS, Fintech, and FMCG products. Built a design system with components, conducted user interviews and improved task completion through usability testing and iterative design. Works closely with developers in Agile teams, from research and ideation through prototyping and developer handoff. Based in Barcelona, seeking a full-time Product Designer / UX/UI Designer role.

Experience

2023 – 2026

Freelance UX/UI Designer

Remote (based in Australia on a Working Holiday Visa) | B2C + B2B

- Increased conversion by 35 pourcentage points across 4 clients web platforms by optimizing CTAs and user flows based on user research and Hotjar behavioral insights.
- Reduced design-to-development time by 60% by building a scalable Figma design system with +20 reusable components.
- Influenced product decisions by translating UX research and usability testing insights into actionable design improvements.

2021 – 2023

UX/UI Designer, Cooldown Esports platform

AB InBev | Prague, Czech Republic | FMCG

- Increased user satisfaction by 65%, based on Hotjar survey results, after redesigning the experience using insights from 15 user interviews.
- Increased product engagement by 40% through iterative wireframing, UI prototyping, and usability A/B testing.
- Established and maintained a scalable design system with 50+ reusable components, ensuring UI consistency across the platform.
- Delivered the Cooldown website and mobile app in collaboration with 3 developers, managing and prioritizing a 60+ item backlog in Azure DevOps.

2020 – 2021

Freelance UX/UI Designer

Remote | Web and mobile projects | B2C + B2B

- Conducted 15+ user interviews and 10+ usability tests to identify user needs, validate design solutions and inform, and product decisions.
- Translated research insights and journey maps into user-centered design solutions aligned with business goals.
- Enabled 3 developers to deliver consistent high-fidelity UI across web and mobile projects by creating and maintaining shared design systems.

2019 – 2020

UX/UI Designer

Otherwise | Collaborative Insurance Fintech | Paris, France

- Reduced task completion time by 30% after using usability testing insights to redesign key user journeys
- Informed key product decisions on a fintech web platform, by conducting 15 user interviews and leading 5 feedback workshops.
- Improved navigation and usability by designing 15+ wireframes and UI components in Figma and validating 5 key user flows with interactive prototypes.
- Generated actionable engagement insights through A/B testing in Kameleoon, while managing a 60+ item Jira backlog and writing functional specifications across 1 project.

2018 - 2019

Junior UX/UI Designer

Eure Departmental Council | Public Administration | Évreux, France

- Analyzed user behavior and engagement trends using Google Analytics, customer feedback, and market benchmarks.
- Designed 30+ wireframes and 10+ user flows and prototypes for web and mobile applications using Sketch, InVision, and Adobe XD.
- Developed 10+ UI solutions through stakeholder brainstorming sessions, translating business requirements into practical design concepts.