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# Camille Lemaire

## UX Developer

### ABOUT ME

With more than eight years of experience, from a video game start-up to a global publishing company, I am flexible and a quick learner.

I love to analyse, design relevant and cohesive solutions and develop solid and modular systems.

I am especially interested in user-centered design and front-end development as well as education and languages.

### WORK EXPERIENCE

#### Web Producer (Technical Lead)

Macmillan Education / Springer Nature, London UK

2017-present  
permanent

- Technical lead of front-end development team: define CSS architecture to support design system, structure documentation and promote best practices
- Recommend technical solutions, clarify technical parameters and identify production dependencies to support stable content production
- Contribute as functional and content creation expert to development of the in-house responsive HTML/CSS framework
- Collaborate with UX/UI team to develop modular design system

#### Web Producer

Macmillan Education / Springer Nature, London UK

2013-17  
4 years (permanent)

- Write workflow documentation and technical guidelines
- Develop HTML/CSS layouts on the in-house responsive framework
- Train team members and external suppliers
- Design wireframes for e-learning application

#### Web Developer & Designer

Institut français / French Embassy, London UK

2011-13  
2-year contract

- Complete redesign and development of main website (traffic +30%)
  - Sole designer and developer - 6 month project
  - UX/UI design: business requirement and user needs analysis, content architecture, wireframes, interface development
  - Wordpress development: theme, custom database tables, bespoke back-office plugins (HTML/CSS & PHP/MySQL)
  - Project management (12 internal stakeholders)
- Design and development of bespoke festival websites (Wordpress)
- Design e-communication (flyers, newsletters)

#### Flash Developer & Game Designer

Kiniro, Lyon France

2010  
6-month contract

- Develop AS3 Flash/Flex prototype for a multiplayer mobile game
- Define game mechanics (non-linear story with multiple viewpoints)

#### Web Developer

Bayard Service Web, Savoy France

2007-09  
2-year apprenticeship

- Develop GWT/Hibernate back-office (Java web application)
- Design database model & classes
- Develop InDesign script to convert XML into PDFs

#### Web Designer

Bayard Service Web, Savoy France

2007  
10-week internship

- HTML/CSS integration: cross-browser testing, newsletter design

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## UX Developer

### SKILLS

#### Programming

HTML  
CSS  
Javascript  
PHP, MySql  
ActionScript  
Java

#### UX Design

User need analysis  
Content architecture  
Wireframes

#### Softwares

Photoshop  
InDesign  
Sublime Text  
SVN / Git

#### Languages

English: fluent  
French: native  
Japanese: intermediate

### EDUCATION

#### Design

Central Saint Martins, Skillshare

2013-present  
evening/online courses

Photography, printmaking, drawing, illustration, typography

#### Transmedia Workshop

Transform@Lab, UK / France / Hungary

2012  
4-week workshop

• UX design, game mechanics and interface design (wireframes) on *Tasty*, a pervasive food city game (pitch developed during the lab)

#### Level & Game Design

Gamagora, Lyon France

2009-2010  
University Diploma, with distinction

• Level production management (from gameplay ideas to playtests) as Lead Level Designer on *Luna*, a puzzle/platform game (3-month project)

#### Multimedia Design & Development

Gobelins L'École de L'Image, Annecy France

2007-09  
Master Degree

• Multi-touch table application development (Flash AS3) as Technical Lead and UX Designer for *Pùsh*, a multimedia system/ARG for museums (1-year project)

#### Communication Services & Networks

Savoy University, France

2005-07  
Technical Degree

Communication, web development, graphic design, network administration, sound and video editing

#### French Baccalauréat in Science

Savoy, France

2005