

Kinaly Venevongsos

User Experience & User Interface designer, Front-End developer

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Objective I am looking for an opportunity to work with a challenging and **quality-driven team** to further develop my skills as a designer and a developer especially in mobile, responsive web design and user experience.

Profile I am a **user experience designer** and a **front-end developer** with a **user-centric** and **problem-solving** mentality. I thrive to create **elegant and functional designs** with an emphasis on grid and typography.
Flexible, adaptable and eager to learn new skills, I like to put into practice what I have learnt with each new project.
I am a **team player** who values the opinion of co-workers and users as I strongly believe in constructive feedback and iteration.

Experience **UI/UX Expert**

The Travel Corporation, 2014 – present

Working in an **Agile environment** evolving towards Lean, I create and improve **web interfaces** for existing and new functionalities or products.

Most of my work evolved around the following:

1. Wireframe and design

- Production of low-fidelity and high-fidelity mockups to explain user flows and show visuals to the team and the stakeholders.

2. Prototyping

- **Building HTML/CSS prototypes** to showcase products as close as possible to the final experience.
- **Responsive design** integrated during the design phase to create a coherent experience across all viewports.
- **Organising code for re-usability** and production-ready use.

3. Iterating

- Agile environment and occasional downtime that allows to **build on feedback** quicker and produce refined experience over time.

4. Workflow improvement

- Extensive use of **SASS** to streamline styles
- Experimentation with task runners like **Gulp** to facilitate quick prototyping.
- Taking advantages of VCN like **Mercurial** and **Git** to showcase iterations of the prototypes.

5. Team synergy

- Facilitating and enhancing the developer's work by providing a layout they can use in order for them to focus on functionalities.

Lead designer

Rentashop, 2008 – 2014

Started out as a **front-end developer**, I quickly shifted as a **web-designer** and ended up **managing a team** of 4 to 5 people as a **lead designer**.

This extensive **experience of 6 years** evolved around:

1. Study and project analysis

- **Finding patterns** to re-use across projects and **identifying specificities**.
- Gathering and processing information.

2. Design

- **High attention to details** based on a pixel-perfect approach.
- Considerate of the front-end development and check with the team what is possible and what may require additional time

3. Code

- Attention to semantics and avoidance of over-nested markups.
- Re-factoring and building of the default shop used as a framework

4. Communication

- **Main spokesperson** on several projects

- Ensure strong and friendly communication within the team.

Tools

Design

Sketch
Adobe Photoshop
Balsamiq Mockups
Pen & Paper

Coding

HTML/CSS
SASS
jQuery
Gulp

Education

Studies

DEUG & Licence
Arts Plastiques, Paris 8
(Saint-Denis, France, 1999-2003)

Languages

French *(Native language)*
English *(Fluent)*
Japanese *(Basic conversation)*

Interests

Photography
Hand-lettering
Drawing

Japanese culture
Taichi
Tango