

Maxence Riffault

UX/UI Designer

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Experience

Nov. 2022 to Today
Independent UX/UI Designer
Built for Archives, Lyon

UX/UI design of tailor-made websites and immersive experiences.
Application design with research, ideation and conception phases.
Art director on some projects.
In charge of providing development guidelines.

Sept. 2021 to Sept. 2021
UX/UI Designer and Front-end Developer
Tripnity, Limoges

Design of new pages and UI components, (for Utopeaz: sale of vegan meals) with the constraint of an existing art direction.
Mediation between design and front-end development with component integration.
Accompaniment of the project in its evolution.

April 2021 to July 2021
Front-end Developer
Tripnity, Limoges

Front-end development of the interface of a POC (utopeaz.com) currently in expansion, with React and Tailwind.
Conducted and analyzed the specifications to satisfy the request.
Design and integration of the site interactions.

Education and Recognition

Oct. 2022
Awwwards - Honorable Mention
www.maxenceriffault.com

Design and development of the project.

Sept. 2021 to Sept. 2021
Vocational degree in Sensory Webdesign
Limoges

Script to interface adaptation, infographics and user-centered design.

Sept. 2019 to June 2021
2 year degree in Multimedia and Communication
Limoges

UX/UI design, semiology, emotional design and front-end development.

Skills

UX Design
Design thinking, personas, user flow, priority guide, zoning et wireframe.

Communication
Semiotics, infographics, information monitoring, UX writing.

UI Design
Emotional design, design system, accessibility, prototyping.

Front-end Development
HTML, CSS, JavaScript, React, Tailwind and Search Engine Optimization (SEO).

Graphism
Vector creation, printing, image editing.

Software
Sketch, Figma, Notion, Photoshop, Illustrator, InDesign, After Effects.

Languages

French
Native language

English
Professional Proficiency

Interests

Research
Reading of transversal works allowing me to use the acquired knowledge to design and improve my interfaces.

Art History
Typography, painting or cinema are inspiration to cultivate an ever more precise conception of my work.

Sport
Collective or individual, it allows me to create links, to define my objectives and to fully exploit my potential.