

Cédrine Pradier

Freelance UI designer / 2D artist

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experience.

- apr 2019 - oct 2019 **Ustwo Games - UI designer (contract)**
I designed all the UI screens/elements and interactions on the game [Assemble with Care](#).
- jun 2018 - apr 2019 **Elsewhen - UX/UI designer**
UX/UI designer, illustrator and motion designer for various apps,
I redesigned [elsewhen.com](#) & worked for [Inmarsat](#).
- jan 2017 - jun 2018 **93digital - UX/UI designer**
art direction, UX/UI & interactive design, illustration for various clients on websites.
Design lead on these projects: Kite, Luckies of London, Ginx, Kinesys.
- 2014 - 2016 **Pure Agency - 2-year apprenticeship as a junior art director.**
UX/UI designer, illustrator and motion designer for various clients on websites,
applications, video. [AccorHotels](#), [Total](#), [Renault](#), [Wonderbox](#), [L'Oréal](#).
- 2012 - 2014 **Adfinitas - 3-year apprenticeship as an assistant art director.**
Designer for fundraising campaigns for world leading charities across a variety
of media (web/print) incl. [WWF](#), [Care](#), [Action Against Hunger](#).

education.

- 2014 - 2016 **Gobelins - Master's degree in interaction design.**
Courses focused on art direction, interface and user experience.
Made a game and phone app with developers and designers. Clients incl. [Editis](#), [Sisley](#).

skills.

- Design** - art direction, 2D art, ui/ux design, illustration, animation.
- Technical** - Expert in Photoshop, Illustrator, After effects, Sketch, Framer.
Working knowledge of Unity, Maya, Cinema 4D, Premiere, HTML/CSS.

languages.

- French** - Mother tongue
- English** - Proficient

interests.



see my work at [cedrinepradier.fr](#)

references available on request