

# Cédrine Pradier

Freelance UI designer / illustrator

cedrine.pradier@gmail.com

## experience.

jun 2021 - dec 2022

### Ustwo Games - (contract)

Sole UI/UX designer on [Desta: the Memories Between](#), and [Monument Valley I & II: PC port](#)  
I worked directly with the Lead artists on all these projects, I designed all the UI screens, icons, animated solutions and implemented them on Unity.

oct 2019 - may 2021

### Shedworks (Sable), National Film board of Canada, Bossa Studios - (contracts)

Sole UI/UX designer for [various different games](#), often to research and develop a visual style and create some main screens iterations to help the teams progress.  
Include [Sable \(2 months\)](#), [Surgeon Simulator 2 \(4 months\)](#), [Wayfinder \(1 month\)](#)  
Other clients include Flavourworks, Ivy road (Davey Wreden)

apr 2019 - oct 2019

### Ustwo Games - (contract)

Sole UI/UX designer on the game [Assemble with Care](#).  
Working directly with the Lead artist, I designed all the UI screens, icons, animated solutions and implemented them on Unity.

2010 - 2019

### Various design agencies in Paris and London - (full-time)

art direction, UX/UI & interactive design, illustration for various clients on websites, applications, motion design.

## 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](http://cedrinepradier.fr)

references available on request