

# Bérénice Garnier

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Berlin, Germany

## UX Designer

- storytelling expert
- data-driven
- team player

## Skills

**UX / Service Design:** competitive analysis, content audit, user research, interviews, surveys, analyzing and organizing data, user stories, personas, storyboards, ideation, user psychology and cognitive biases, user flows, site maps, user journey maps, wireframes, cardboard prototyping, user testing, Gestalt principles, style guides.

## Tools

XD, Balsamiq, UsabilityHub, Typeform, OptimalSort, Photoshop, Indesign, Illustrator, Premiere Pro, Rhinoceros 3D, Google Suite

## Languages

**Anglais:** bilingual

**German:** professional

**French:** native

**Spanish:** intermediate

## Education & Experience

### → UX Design certificate | Berlin | 2019 - 2020

8-Month remote course with Careerfoundry. Tailored coaching and mentoring. Theory and applications of the whole UX-process: strategy, user research, prototyping, user testing, visual design. Designed interactive prototype of a treasure hunt app: [Detective Rabbit \(link\)](#)

### • Self-employed Designer and Artist | Berlin | 2019 - present

Designing original products and experiences with storytelling, humor, and a graphical esthetic: ceramics, visual design, installation, urban hacking. Member of the «Studio ID Collective» in Berlin: teamwork to organize events and exhibitions. [www.bero.world](http://www.bero.world)

### • GetYourGuide GmbH | Berlin | 2017 - 2019

Customer service representative in English and French. Advising and negotiating with customers and suppliers. Direct insights into customer experiences, problem-solving situations, and cross-department collaborations.

### • Wwoofing in Europe | Spain, Scandinavia, Balkans | 2015 - 2016

Assisting artists, restoration, woodwork, farm work. Other personal projects: writing, drawing, analog photography, and development.

### → MFA Product / Space Design | ESAD Art & Design school, Reims, France | 2013 - 2015

Personal design projects: research, models, prototyping, presentations. [Graduation project \(link\)](#): research on the influence of 2D images on 3D spaces.

### • Jerszy Seymour Design Workshop | Berlin | 2013 - 2014

6-month internship. Preparation of the Berlin Contemporary Art Fair (ABC). Paper models, 3D-Modelling, Graphic Design.

### → Art Bachelor, Product Design Major | ESAD Art & Design school, Reims, France | 2010 - 2013

Visuals with Adobe Suite, prototyping: wood, metal, casts, laser cutting, 3D-printing.