



# Sahar Safieddine

✉ safieddinesahar@gmail.com

☎ +33 7 60 98 12 61

🌐 Nationality: French, Lebanese

🗣️ Français, English, Arabic

## Technical Skills

### Softwares

Figma  
Visual studio  
WordPress  
Photoshop  
Illustrator  
Indesign  
Autocad, Revit  
Sketchup  
Office suite, Jira.

### Higher education

Ecole Nationale Supérieure  
d'Architecture et de Paysage de  
Lille (FR)

HMONP Diploma (2019)

Masters in Architecture (2015)

Bachelor's degree of Architecture  
(2013)

### Certifications

UX design for augmented reality  
(UxDF - Ongoing)

Agile methods for UX Design  
(UxDF)

Accessibility: how to design for  
all. (UxDF)

AI-powered UX design (UxDF)

Google UX specialization

The California institute of Arts  
graphic design specialization  
(CalArts)

## Work experience

### Freelance (ongoing)

- En Nord Beat music festival - full scale revamp
- Nectar wine bar, events and shop - website creation

### UX/ UI designer at Liquid Interactive (AU) July 2023 - March 2024

#### InsideU - creating an educational platform set in the Inside Out universe for social and emotional learning, ICW Pixar.

- Episode 3 and 4: designing the game console and visualizer, various shapes, interactions and parameters for users to display and express an emotion.
- End to end responsive prototypes: designs of the homepage and menu/navigation, link sharing option, specific screens such as the end of episode and the end of experience screens, "for parents" section, and progress indicator.
- Design system update and regular triage of outdated Figma files.
- Infographic animation assets

#### Aurizon - revamping a freight company's Careers section

The client requested to add new pages and new information. Our team responded by proposing an alternative UX strategy focused on accessibility and usability.

- Information architecture and user flows
- Analysis and insights on the current section. Benchmarking.
- Lo-fi and hi-fi Wireframing: landing page, job listings, subscription page, specific job profiles.
- Designing the new search engine, filters, and search results pages
- Designing the new talent community page and coordinating data reception and management with the developers.
- Creating and managing the design system

#### Dementia Australia

Our team was tasked with creating the design system, the brand's digital identity, and a set of illustrations. I was in charge of the illustrations production, design testing and helped with the design system.



## Transferred skills

From architecture to product design

Managing the workload and deadlines while working on multiple projects.

A thorough understanding of the design process

Managing a team during all phases of a project.

Understanding how design and construction systems work.

Strong conceptual thinking and visual skills.

Understanding the client's business requirements

Understanding of the user needs

Designing with sketches, preliminary drawings, and softwares

Working with contractors, understanding technical requirements,

Articulating ideas clearly and present designs to clients, jury members, contractors, and suppliers.

## Work experience

### Liquid Interactive / other projects - State government, health, and internal

- Creating a low-fidelity wireframe library for desktop and mobile - internal project (autonomy + senior review)
- Queensland Family and Child Commission- adding a section to an existing platform (full autonomy)
- WorkCover Queensland - creating a design system (assisting)
- Lunch and learn presentation: Figma for non-designers - internal

### Webcup 24 hours competition - 3rd prize (FR)

May 2023

The Webcup 24h is a competition (300+ participants) where participants are required to design, develop, and publish a website in 24 hours.

### Design Sprint - App design "Sat Nou Rode" (FR)

April-May 2023

Participated in a 2-week design sprint to solve a problem given by the CBE (Club Economique Benedictin), which aims to encourage individuals to use a platform that promotes professionals in the East of Réunion island and allows them to respond directly to their needs. Problem definition & personas, Ideation, Storyboard, Prototyping on Figma, User testing: live and via video call, Analysis of test feedback, Pitch to a public and private audience.

### UX/UI internship at DoubleA (FR)

November-December 2022

- Research & wireframing for a mobile app in the education industry.
- Wireframing for a commerce website.
- Research & design for the creation of a brand identity.

### Architect, project lead at Coldefy (Fr)

2016-2022

Delivered 6 competitions, 5 projects in development phases, 2 urban studies, 3 construction permits, 2 projects in construction phase, and 8 feasibility studies. Project industries include housing, offices, retail, justice, and mixed use.

### Internships in architecture at Office KGDVS (Be) & at AB Architects (Lb)