



# COLENO NATHAN

## DESIGNER [UX/UI, MOTION, GRAPHIC]

Mail : [nathan.coleno99@gmail.com](mailto:nathan.coleno99@gmail.com) | Phone : +33695205571

LinkedIn : <https://www.linkedin.com/in/nathan-coleno> | Portfolio : <https://www.nathan-coleno.fr>

### SUMMARY

Versatile designer with 5+ years of experience in **UX/UI, motion, and graphic design** across diverse sectors including **automotive, retail, commerce, technology, and accounting**. I lead end-to-end design processes from **user research to high-fidelity UI (mobile first), motion design, and brand assets**, adapting to both **SaaS platforms and B2C** environments. With a strong sense of **layout, usability, and consistency**, I collaborate closely with cross-functional teams to deliver intuitive and **scalable solutions**. I am now seeking an **international opportunity** to expand my skills and contribute to the **success of a growing, innovative company**.

### SKILLS

**UX/UI & Visual Design:** user research, wireframing, prototyping, usability testing, information architecture, co-design workshops, journey mapping, UI specifications, accessibility, responsive and mobile-first design, brand consistency, layout design, typography, and marketing.

**Creative & Motion Design:** visual identity, graphic design, motion design, print design, video editing, and animated assets.

**Tools:** Adobe Suite (Illustrator, Photoshop, After Effects, Premiere Pro, XD, InDesign), Microsoft Suite, **Figma**, WordPress, Elementor, Drupal, Blender, Sketch, Notion, Slack, Miro.

**Soft Skills:** Strong adaptability, collaborative mindset, self-driven, effective management, clear communication, and creative leadership.

### EXPERIENCES

**UX/UI and Graphic designer** | *Self employed* | 09/2022 – 03/2025

- Designed **UX/UI interfaces for responsive websites (web and mobile)** and developed custom WordPress sites.
- Created **brand identities**, logos, and graphic assets aligned with client goals.
- Combined **design strategy and user needs** to deliver impactful and accessible digital experiences.

**UX/UI, Motion and Graphic Designer** | *Startengo Solutions, 360 Agency Montauban* | 02/2020 – 08/2024

- **Led UX and UI for 6 SaaS platforms and fully designed 3 platforms** from scratch, by conducting user research, information architecture, prototyping, and usability testing. Built and maintained a **modular design system** used across **9 products** to ensure visual consistency, scalability, and efficient UI delivery.
- **Collaborated daily with product owners, developers, and stakeholders** to align business goals with user needs, facilitating co-creation workshops and Agile planning sessions.
- **Delivered high-fidelity assets** and detailed documentation, while also producing graphic design materials and motion content for both product interfaces and marketing campaigns.
- Demonstrated **strong versatility** by combining UX strategy, interface design, motion design, and visual communication within fast-paced, cross-functional projects.

### EDUCATION

Master's in Digital Art Direction in work study - *LISAA (Institute specialized in applied arts, Toulouse)* / 2020-2022

Bachelor's (3<sup>rd</sup> year) in communications, web and animation - *UWS (University of the west of Scotland, Paisley)* / 2019-2020

(Exchange program) *UQAC – Informatics, communication and arts (University of Quebec in Chicoutimi, Saguenay, QC)* / 1<sup>st</sup> semester 2019

Bachelor's (1<sup>st</sup> & 2<sup>nd</sup> year) in informatics, communication, marketing, design - *MMI (Jobs in multimedia and Internet, Tarbes)* / 2017-2019

### LANGUAGE

French: native | English: fluent | Spanish: intermediate

### INTERESTS

Artificial intelligence, automotive, animated cinema, travel, psychology, video games

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my portfolio!

