



COLENO NATHAN

UX/UI Designer – Product designer

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SUMMARY

With over 5 years of experience in **UX/UI and product design**, I specialize in creating **user-centered SaaS platforms**, as well as **web and mobile interfaces and marketing content**. My background spans the **entire product design process**, from **user research to wireframes, interactive prototypes, and usability testing**, working closely with **product teams and stakeholders**. I bring a strong **design culture, technical versatility, and a results-oriented mindset**. **Detail-oriented, creative, and well-versed in agile methodologies**, I'm looking for an opportunity to contribute my expertise within a **collaborative team** and design **meaningful digital experiences**.

SKILLS

UX-UI / Product: user research, design systems, wireframing, interface design, prototyping, accessibility, A/B testing, usability testing, interaction design, Agile/Kanban methodologies.

Tools: **design & prototyping** (Figma, Sketch, Adobe XD, Photoshop, Illustrator), **web animation** (After Effects, Lottie), **web development & integration** (HTML, CSS, WordPress, Elementor), **collaboration** (Miro, Slack, Notion, Microsoft Suite).

Soft Skills: adaptability, teamwork, autonomy, project management, communication, creative leadership.

PROFESSIONAL EXPERIENCE

UX-UI Designer – Graphic designer | Self-employed | 09/2024 – 03/2025

- Designed **UX-UI strategies** and **intuitive interfaces** for **WordPress showcase sites** and **e-commerce platforms**.
- Conducted **user research** and **usability testing** to optimize the **digital experience**.
- Developed **visual identities** and **graphic assets (logos, banners)** to enhance **interface consistency**.

UX/UI & Product designer – Project manager | Startengo Solutions, Montauban | 03/2020 – 08/2024

- Redesigned the **UX/UI of 6 SaaS platforms** (marketing, gamification, education, e-commerce), creating **intuitive, accessible, and performance-optimized interfaces**.
- Designed and launched **3 SaaS platforms from scratch**, covering: **project scoping, information architecture, functional specifications, wireframes, prototypes, user testing, and final integration & deployment**.
- Led **co-design workshops**, analyzed **business needs**, and crafted **user journeys focused on conversion**.
- Oversaw full project lifecycle: established roadmaps, set priorities, ensured delivery, **aligned strategic goals with clients and stakeholders**, and facilitated collaboration across design, development, and content teams.
- Produced motion design content, including **24 e-learning modules** (30 minutes each, with a **90% satisfaction rate**), **explainer animations** (After Effects, Lottie), **promotional videos**, and **dynamic interface assets**.
- Produced **graphic deliverables (logos, social media visuals)** to align **branding and UX**, supporting over **75 communication projects**.

EDUCATION

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

Bachelor's (3rd 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) / 1st semester 2019

Bachelor's (1st & 2nd 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 industry, animated cinema, travel, psychology, video games

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