

VICTORIA TAING



INTERACTION - UX/UI DESIGNER

victoriataing.com

victoriataing05@gmail.com

+33 6 10 96 21 90

WORK EXPERIENCE

- Feb. 2019
•
Aug. 2020
- UX/UI DESIGNER • THALES SIX GTS FRANCE** • Gennevilliers, France
- Working on a naval application (web app). Conception of features, wireframing, UX/UI design, UX workshops, dynamic and static mockups, light theme, knowledge sharing, SAFe and SCRUM methods, Adobe Suite, Axure, Sketch
- Feb. 2018
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July 2018
- UX/UI INNOVATION DESIGNER • DASSAULT SYSTÈMES (DESIGN STUDIO)** • Vélizy Villacoublay, France
- Adobe Suite, Unity3D, Augmented Reality implementation with Vuforia, 3D Modeling (3DSMAX), 2D Assets Creation, Design Thinking workshops
- Oct. 2016
•
April 2017
- RESEARCH & DEVELOPMENT TEAM • DISNEYLAND PARIS - 25th ANNIVERSARY** • Marne la Vallée, France
- University project
- UX / UI design projects for the 25th anniversary of the park : interactive hologram, Augmented Reality for the new parade, interactive terminal
- April 2016
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Aug. 2016
- MULTIMEDIA MANAGER • SKILLEOS** • Paris, France
- Video editing, website integrating and in charge of the startup's graphic elements

EDUCATION

- 2021
- EWHA WOMANS UNIVERSITY** • Seoul, South Korea
- Korean Language Institute
- 2018
•
2020
- MASTER DEGREE IN INTERACTIVITY & UX DESIGN • PÔLE UNIVERSITAIRE LÉONARD DE VINCI** • Paris, France
- Startup & Kickstater, Marketing Strategy, UX Design Method, Anthropology and Cognitive Psychology, Data analytics & Datavizualisation, Design facilitation and UX workshops, Digital drawing, Adobe XD Prototyping, Project Prototyping, Biomimicry & Design, Fablab management
- 2018
- GLOBAL MEDIA - IT • SOONGSIL UNIVERSITY (SEMESTER ABROAD)** • Seoul, South Korea
- Documentary (Photo and Video), Interactive Film, Digital Media Design, Media Aesthetics, Korean language Class

2016
•
2018

BACHELOR DEGREE OF PROJECT MANAGER - SPECIALIZING IN INTERACTION DESIGN • PÔLE UNIVERSITAIRE LÉONARD DE VINCI • Paris, France

Design Thinking, UX/UI Design, Virtual Reality, Augmented Reality, Arduino, Web, 3D Modeling, Web (HTML5/CSS/JS), IoT Development, IoT Protocole and Communication, Digital Marketing, Human-computer interaction, Media and museology, Interactive Terminal Conception, Introduction to Concept Art and Zbrush, GUI - UX Interfaces, Visual Identity, SEO, Graphic & Tangible interface design, Software production methodology and completion

2014
•
2016

2-YEARS-DEGREE IN MULTIMEDIA & INTERNET • IUT DE MARNE LA VALLÉE • Champs sur Marne, France

Audiovisual Production, Web Development, Network Services, English, Interaction design, Digital media writing, Expression, written and oral communication, Project Management, Computer Graphics

2011
•
2014

BACCALAURÉAT ECONOMICS AND SOCIAL SCIENCES - WITH DISTINCTION • LYCÉE FRANÇOISE CABRINI • Noisy le Grand, France

Audiovisual Production, Web Development, Network Services, English, Interaction design, Digital media writing, Expression, written and oral communication, Project Management, Computer Graphics

SKILLS

DESIGN

Adobe Photoshop	Adobe Premiere Pro	3DS Max	Figma
Adobe Illustrator	Adobe After Effects	Maya 3D	Invision
Adobe XD	Sketch	Blender	
Adobe Indesign	Axure	Design Thinking	

TECHNICAL

HTML	UNITY3D	Vuforia
CSS	Arduino basics	WWW Basics
JAVASCRIPT	Makey Makey	

LANGUAGES

French - native	Mandarin - elementary
English - working professional	Spanish - elementary
Korean - intermediate	

HOBBIES

MUSIC
at music school
• 17 years

VIOLIN - CFEM DIPLOMA WITH HONORS
VIOLA
ORCHESTRA

TRAVEL &
PHOTOGRAPHY

South Korea, China, USA, UK, Italy, Spain, Thailand, Singapore, Germany, The Netherlands, Mexico...



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