Lucie Moses / Lumo Design

PROFILE

Freelance visual interface designer with over twenty years of experience designing digital products.

SKILLS

- Product Design, Art Direction, Visual design, Interface design, UX, Research, and Iconography.
- Proven ability to create simple and elegant designs with intuitive user interfaces.
- Excellent at collaborating with clients, product teams and engineering to deliver solutions on target, on time and on budget.
- o Tools of choice: Figma, Bohemian Sketch, Adobe Creative Suite, Keynote
- Native French speaker. Fluent in English

CONSULTING / FREELANCE WORK EXPERIENCE (2003 - Present)

2020 -21	BD (Medical Product Company) – Product Designer Created R&D prototypes of medical digital products in collaboration with BD's Strategic Innovation group
2017 - 20	Catalyst Innovation Partners (UX Web Agency) – Visual and UX Designer Client: Ubisoft. Redesign of main website (ubisfot.com) for this leading Video Game company.
2016 - 20	Futuredraft (Digital Design Studio) – Visual and UX Designer Client: GE. Change Healthcare. Redesigned software interface (visual and UX design). Conducted user research.
2018 - 19	Enstoa (Construction Management Software) – Product Designer / Visual Designer Designed interface for suite of Web tools to manage the schedule, budget and management of construction sites.
2014 -15	Facebook – Contract Product Designer on Ads & Pages Involved in every aspect of the product development process, from brainstorming features, conducting user research and prototyping concepts, down to documenting detailed specifications and optimizing graphics.
2014	Jut (Data Anaysis Startup) – Visual Designer and Product Designer Designed look and feel for enterprise IT web-based tool. Helped develop custom Bootstrap theme to implement design. Created branded suite of icons. Wireframed flows to define user scenarios.
2012 - 13	GE (Multinational Conglomerate) – Visual Design Lead Worked at GE's UX Center of Excellence on a variety of projects, primarily GE Predix.
2012 - 13	Abbott (Health Care Company) – Visual Design Lead Established look and feel for suite of software for the management of diabetes.
2012	Electronic Arts / SimCity (Video Game Studio) – UX Designer Worked on "pre-game" interface (i.e. the screens BEFORE launching the game,)

Cooper (UX Agency for Web and Digital Devices) – Visual Designer 2010 - 11

Clients include Perforce Commons (web-based tool bringing version control to a non-engineering audience),

Thomson Reuters and Citrix.

Adaptive Path (UX Web Agency) - Visual Design Lead 2005 - 09 Clients include New York Life (suite of websites for managing 401K accounts), Citysearch (local businesses reviews), UCSF Medical Center (main hospital and pediatric hospital), MyThings (website and logo). Electronic Arts / Spore (Video Game Studio) – Web Designer (maternity leave replacement) 2009 Developed interfaces and visuals for several new sections of spore.com and Spore's in-game browser. Game iconography for Spore Galactic Adventures, the first expansion pack for the award-winning PC game. Hot Studio (Web Design Agency) – Visual Design Lead 2008 Clients include Nexant (solution platform for sustainable energy), smallaa.com (social network), Cisco Google - Freelance Illustrator & Designer 2007 - 08 Created illustrations and interfaces for a suite of Google Gadgets for the Google Desktop. Prototyped interfaces for R&D projects related to Google Maps. San Francisco Chronicle (Newspaper) - Visual Design Lead 2007 Redesigned SFGate.com in collaboration with Studio Sungo. Classroom Connect (Instructional Programs for Teachers) – Visual Designer 2003 - 04 Redesigned corporate website. Worked on interface of instructional web-based software. SALARIED WORK EXPERIENCE (1996 - 2001) **Bigstep** (Website Building Tool) – Visual Interface Designer 2000 - 01 Phoenix Pop (Web Design Agency) – Design Director 2000 Led visual design of LeapTrack, an educational product by LeapFrog. Conducted user testing with teachers. 2000

Epicentric (Software Startup) – Director of User Experience

Designed the 2.0 and 3.0 user interface of Portal Server, an infrastructure software for building highly

personalized portal-like web sites.

Interactive Bureau (Web Design Agency) - Design Director 1998 - 99

Clients include Microsoft, MindHealth, Linuxcare, GayNet

CNET (Online Media Company) – Junior to Senior Designer 1996 - 97

Worked on NEWS.COM, CNET.COM, download.com, activex.com, events.com, chat.com, and Snap!

EDUCATION

Parsons School of Design (New York, NY) 1994 - 95

Communication Design Department, one year on special grant from City of Paris

Ecole Supérieure d'Arts Appliqués Estienne (Paris, France) 1991 - 94

BFA in Communication Design (BTS d'éxpression visuelle)