Emilie Schaefer

Designer

Contacts

Portfolio
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Languages

English
Bilingual

French
Mother tongue

German
Mother tongue

Spanish
Intermediate

Skills & Tools

Methodology & Approach
Design Thinking
Design Sprint & Lean Startup
Systemic Design Framework
People & Planet centric design

Participatory Research
User & stakeholder interview
Online ethnography
Co-design workshop
User quant & qual testing
Systems mapping

Prototyping
Figma, Adobe Creative Suite
HTML5, CSS, Wordpress
Processing, Arduino

Storytelling
Storyboarding, Illustration
Photography, Video making
Visual & Motion Design
Written, oral and listening skills

Hobbies

Slow-traveling, hiking,
climbing, fermentation, piano

Work experience

frog, part of Capgemini Invent — Experience Designer II
Munich, Germany (2022 - now)
Designing services and products for major international companies in, among others, the healthcare, transportation and retail industries, from scoping to implementation, through participatory research, co-design with multiple stakeholders, in-detail prototyping and data-driven testing. Took part in developing frameworks and tools for delivering more sustainable outcomes to clients and initiated internal knowledge sharing around design for environmental and social good.

Freelance — UX-UI & Graphic Designer
Nantes, France (2020 - 2021)
Designed websites and brand components in close collaboration with various clients.

Théoriz Studio — Internship as UX-UI designer
Lyon, France (2019)
Designed the UX and UI of websites and of a science and art R&D workshop space. Participated in the design of a mapping show at the famous Lyon Festival of Lights, with a multidisciplinary team of designers, developers and engineers.

Education

Edinburgh College of Art — MA Design for Change
Edinburgh, UK (2020 - 2021)
Studied how the world's social, environmental and technical wicked problems can be addressed thanks to strategic and systemic design processes and tools. Worked on behavioural change in food and care systems, through the use of UX-UI, behavioural and service design. Specialised in developing healthier and more sustainable food behaviours in Scotland through education.

L'Ecole de Design Nantes Atlantique — Bachelor's Degree in UX-UI Design
Nantes, France (2017 - 2020)
Adopted Design Thinking and Agile methodologies, a human-centred systemic approach, and learnt to design, test and iterate digital or physical products' prototypes. Adopted accessibility rules and autonomously learnt to design and code with low-emission Green IT methods.

Additional experience

Collectif 404 — Volunteering for a design knowledge organisation
Nantes, France (2019 - 2020)
Volunteered to develop a student community around the design discipline by organising hackathons, co-hosting talks and managing external communication.

Participation in various Hackathons
EuVsVirus against Covid-19 — By the European Commisision (2020)
Took part in this 48-hour international challenge and conceived an app to encourage social distancing by fostering solidarity across the European community.

La Poste for renewable energy — By La Poste & Atlansun (2019)
In collaboration with energy engineers and developers, designed a service to reduce La Poste company's carbon footprint, based on deep data analysis.

5 years of scholarship in Brazil and Poland
(2005 - 2010)
Lived 3 years in São Paulo and 2 years in Warsaw.