

Claire Desanti

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Profile

I'm an experienced designer who loves to use and design simple and seamless products to help people go on with their day to day lives or work.

I work quickly while thriving for perfection. I enjoy collaborating with product and dev teams but can also take on a project on my own.

Experience

Sr UI/UX Designer, PublishThis; Los Angeles, CA + Remote – 2014 - Present

I joined PublishThis late 2014 to redesign their Content Marketing Enterprise saas platform. The launch of allowed the founders to sale the company to American City Business Journals. We've since made the platform self service to expand our user base, with free account signup and plans registration, implementing wizards and tutorials for onboarding.

My goal has always been to maintain a simple UI and UX to our complex tool, listening to our current users and allowing new users to get onboard quickly.

Sr UI/UX Designer, Tillster; Los Angeles, CA – 2014

I designed digital ordering, delivery and loyalty products across multiple channels (mobile, online, kiosk) for the biggest brands of the restaurant industry (Burger King, California Pizza...).

UX Designer, TMZ; Los Angeles, CA – 2012 - 2014

I worked on new editorial concepts for TMZ.com and TMZ owned products (sections, games, blogs, tv shows websites), iOS app redesign and website redesign.

I was overseeing the user experience of those new products, executing wireframes and prototypes.

I conducted a user audit to improve their CMS workflow. I worked on a new content inventory and data model for a redesign of the CMS.

UI/UX Designer, SFGate.com/Hearst Digital; San Francisco , CA + Remote – 2008 - 2012

I designed Hearst Newspapers' first iPad apps. I was n the early product brainstorming sessions. I turned business requirements into wireframes, comped out all the screens and

I prepped all the final assets. I created documentation for all the Hearst Newspapers properties to customize the core app.

At SFGate I was responsible for the User Interface & User Experience of SFGate.com & vertical sites: I conceptualized and executed wireframes, visual mock-ups and graphics.

Web Designer, 4D; Paris, France + San Jose, CA – 2001- 2008

Lead Web Designer of 4D Websites (worked on several redesigns). Designed Marketing assets for 4D France and partners.

Graphic designer / Junior multimedia producer, 6UM; Paris, France - 2000- 2001

Fun creative first year of work experience designing graphic interfaces and programming (Flash and HTML) for different websites in a small Parisian agency.

Education

Doranco Multimedia School, Paris, France – 1 year vocational training, 2000

Sorbonne Nouvelle, Paris, France – BA, Films, 1996 - 1999

Skills

Product brainstorming, Wireframes, Prototypes (Adobe XD, Axure RP), UI/UX Design, high fidelity deliverables, style guides and documentation. Print materials design. Animation and video editing.

Languages

English - fluent

French - fluent

Spanish - High school Standard

References

Past Managers for each company - upon request

Miscellaneous

I like movies, pop/rock music, video games, social media, swimming, cooking & baking French pastries,