

# Celine Gestas

## Product Designer

With a background combining development and UX/UI web design, I design intuitive and useful experiences. I enjoy collaborating in a team to turn ideas into concrete solutions.

- 📍 France
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## EXPERIENCE

### Freelance

#### **Product Designer UX/UI** 2025–Today

- Designing user experiences (wireframes, mockups, prototypes)
- User research and testing
- Creation and management of design systems

#### **UX/UI Designer & Web Designer** 2022–2025

- Designed user-centered web products for 10+ clients
- Conducted UX research and iterations to optimize flows and user experience
- Created wireframes, prototypes, and responsive designs in Figma, including design system setup
- Built and launched websites using Webflow (no-code), from prototype to live site
- Achieved measurable improvements in conversions (forms, bookings, sales)

### Interactive Network Technologies (TOTAL)

#### **Senior Product Engineer** 2019

San Francisco Bay Area , USA

- Developed an AI plugin (Google) for a geoscience platform
- Ran user workshops to understand needs, co-design intuitive interfaces, and conduct usability testing
- Implemented interfaces and the connector to AI services

### TECH'advantage (TOTAL)

#### **Senior Software Engineer & Project Manager** 2013–2018

France

- Lead developer on improvement projects for tools on a geoscience platform
- Integrated user feedback to enhance the overall experience
- Agile team management: planning, mentoring, prioritization
- Client-facing role: meetings, writing specifications, and tracking deliverables

#### **Software Engineer** 2011–2013

Abu Dhabi, UAE

- Industrialization of R&D tools through direct collaboration with local users (requirements gathering, custom solution development, testing, and iteration)
- High adaptability in a demanding environment, strengthening client relationships and contributing to new contract acquisition

#### **Software Engineer** 2007–2011

France

- Developed new features for a geoscience platform based on user needs
- Improved user confidence and efficiency through better UX and functionality
- Mentored and trained new team members

## EDUCATION

2024

#### **UX/UI Design Masterclass – Practical User Research & Strategy**

*Designership*

2019–2020

#### **UX Design Course – UI Specialization**

*CareerFoundry*

2002 – 2007

#### **Master's Degree in Software Engineering**

*Université de Pau et des Pays de l'Adour, France*

## HARD SKILLS

- UX research & strategy
- Wireframing & prototyping
- UI design & design systems
- Responsive design
- User testing

## SOFT SKILLS

- Team spirit
- Autonomy & thoroughness
- Adaptability
- Active listening
- Critical thinking
- Tech/design collaboration

## TOOLS

- Figma / Figjam
- Miro
- Whimsical
- Optimal Workshop