

# Celine Gestas

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UX/UI with 13+ years of experience in designing and developing B2B and B2C solutions. Specialized in user research, prototyping, and design systems, with a strong background in software development. Solid experience in challenging and international environments, ranging from large companies to startup contexts.

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## RELATIVE EXPERIENCE

### Product Designer UX/UI

2025–Present

Freelance, Remote

- Conduct user research and testing
- Create and manage design systems
- Design user experiences through wireframes, mockups, and prototypes

### UX/UI Designer & Web Designer

2022–2025

Freelance, Remote

- Improved conversions for forms, bookings, and sales
- Designed user-centered web products for end-to-end projects, from research to launch
- Conducted UX research and iterations to optimize flows and experience
- Created wireframes, prototypes, and responsive designs in Figma with design system setup
- Built and launched websites using Webflow from prototype to live site

### Senior Product Engineer

06/2019 – 10/2019

Interactive Network Technologies (TOTAL), San Francisco Bay Area , USA

- Developed an AI plugin for a geoscience platform
- Implemented interfaces and connectors to AI services
- Led user workshops to gather needs
- Co-designed intuitive interfaces
- Conducted usability testing

### Senior Software Engineer & Project Manager

2013–2018

TECH'advantage (TOTAL), France

- Led development of improvement projects for geoscience platform tools
- Integrated user feedback to enhance experience
- Managed agile team planning, mentoring, and prioritization
- Served as client liaison for meetings, specifications, and deliverables tracking

### Software Engineer

2011–2013

TECH'advantage (TOTAL), Abu Dhabi, UAE

- Industrialized R&D tools by collaborating directly with local users on requirements, custom solutions, testing, and iteration
- Adapted quickly in a demanding environment to strengthen client relationships and support contract acquisition

### Software Engineer

2007–2011

TECH'advantage (TOTAL), France

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

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## EDUCATION

<b>Master’s Degree in Software Engineering</b>	2002–2007
Université de Pau et des Pays de l'Adour, France	

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## CERTIFICATIONS

<b>UX/UI Design Masterclass</b>	2024
Designership, Remote	
<b>Practical User Research &amp; Strategy</b>	2024
Designership, Remote	
<b>Webflow Masterclass</b>	2022
FluxAcademy, Remote	
<b>Web Design Masterclass</b>	2022
FluxAcademy, Remote	
<b>UX Design Course - UI Specialization</b>	2019
CareerFoundry, Remote	

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## CORE SKILLS

**Design :** Information architecture, Wireframing & Prototypage, UI design & Design systems, Responsive design

**Research :** A/B Testing, Competitive Analysis, Surveys, Usability Testing, User Research

**Tools :** Figma / Figjam, Dovetail, Miro, Whimsical, Optimal Workshop, Notion, ChatGPT