Laura Thiaw-Kine

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UX/UI design (Figma) / Motion design (After Effects) / Brand identity systems / Illustration & drawing / AI in production workflows

Looking for a six-month contract in UX/UI, Motion and Brand Visuals

Available January to June 2027 (6 months)

French citizen: full work rights in France and the EU. Working Holiday visa (417) for Australia to 27 July 2027. No sponsorship required.

Skills

Design tools

Motion & 3D

After Effects, kinetic typography, mascot and character loops, UI motion, storyboarding, compositing, video editing, interactive 3D (Spline)

Design

Brand identity, style tiles, layout, print, illustration and hand-drawn icon sets, Figma (auto-layout, components, variables) prototyping, user flows

Generative AI

Composited video backgrounds, illustration, posters and photographic imagery, AI voiceover (Cartesia AI)

Tools

After Effects, Premiere Pro, Figma (auto-layout, components, variables), Spline, Webflow, Canva, Photoshop, Illustrator, Notion, Cartesia AI

Languages

English (native), French (native), Mandarin Chinese (conversational)

Activities

Fashion society (upcycling, sewing), Scuba diving club (UTS), Bouldering society, Video games

Education

University of Technology Sydney (UTS)
Exchange Semester (30 ECTS)
Jul - Nov 2026
Motion Graphics, Visualising Experience, Visualising Fashion 1. Selected on academic merit (ranked 1st in Year 2 cohort).

IIM Digital School
Creative Design, Bachelors + Masters
2024 - 2029
Relevant modules: Motion Graphics, UX/UI, Graphic Design. Year 1 video games coursework (game art, game design, programming).

ESILV Engineering School
General Engineering
2023 - 2024

Professional Summary

Creative Design student at IIM Paris, on a merit-based exchange at UTS Sydney. I work across interface and motion rather than one or the other: I design in Figma and I animate what I design, and I build identity systems that hold together across screen, print and film. In Sydney until November on a 417 visa valid to July 2027. Available full time on a six-month fixed-term contract, January to June 2027.

Work Experience

Kaï Sabaï — Apr 2026 - Jun 2026
Creative Designer Intern (UX/UI & Motion), *Paris, FR*

- Animated the brand mascot as five seamless After Effects loops for web and social, keeping the character's personality in motion
- Wrote, shot and edited the launch video: green-screen shoot, then keying, colour correction and compositing in After Effects over AI-generated backgrounds
- Built the brand's first style tile (palette, type, buttons, icons, logo) from an identity that existed only as a logo, mascots and printed packaging, so motion, site and print stayed one system
- Produced the print and social launch package: double-sided menu, sticker set, and a bilingual French and Thai campaign laid out across two writing systems

Kamellia International — Jun 2024 - Aug 2025 (seasonal)
Beauty Consultant (Dior), *CDG Airport, Paris, FR*

- Delivered product storytelling to international clients, upholding Dior's brand visual standards at point of sale
- Met monthly sales targets consistently across all 3 months while managing high customer footfall

Selected Work

TRSHY: Spec Brand and Motion Teaser — Mar 2025 - May 2025
Built a complete brand around Instagram creator Joi Li: tone of voice, logo system, typography and a written brandboard so every later output still read as the same label. Extended into a 30-second After Effects teaser and a magazine cover, and prototyped a mobile app in Figma.
360 project, IIM Paris, solo. After Effects, Illustrator, Photoshop, InDesign

GODSKINNED: Brand and Webflow Build — Nov 2025
A London tattoo artist I found and pitched myself. Designed the brand, built the Webflow site with bookings as the primary call to action, and created an interactive 3D element in Spline matched to the site's colour, lighting and typography so it read as part of the system.
Self-sourced client, solo. Webflow, Spline, Photoshop

HOE CAKES (MF DOOM): Kinetic Type — Oct 2025
Kinetic type piece cut to the track, selected among the top five motion pieces in my year and shown on my school's official showcase. Storyboarded first, mapping lyrics to visual beats, then built in After Effects.
Academic project, IIM Paris, solo. After Effects

Foci Studio: Animated App Demo — Jan 2026
Trial project for a real studio and client. Animated a phone UI on a single easing system so every state change read the same way, wrote and timed the voiceover, generated it with Cartesia AI, and exported social versions.
Trial project for Foci Studio (real client), solo. After Effects, Figma

Walkman: That's You! Interactive Museum Experience — Jul 2026 - present
Solo brief for the Powerhouse Museum: an interactive experience built around the 1979 Sony Walkman. Trialled AR, VR and a coded machine-learning experiment, then tested the prototype with users in rounds of 2, changing the design between rounds and adding the elements each round showed were missing.
Course project, UTS Sydney, solo. User research, usability testing, prototyping