



LILIAN CHESNEAU CICCARELLI

PRODUCT DESIGNER

EU citizen - 25 years old

Creative Product Designer, UX/UI specialist. 3+ years shaping digital products end to end: research, visual identity, interface design, front-end. I bring energy and craft to every stage, and I care as much about how a product feels as how it works.

Looking for a full-time role where design range meets real product thinking.

Detail-oriented

User-centered

Autonomous

Research-driven

CONTACT

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My work: www.chesneauciccarelli.com

EXPERIENCE

UX/UI & Product Designer

AUG 2023 - FEB 2026

APPRENTICESHIP
Vasa, Rosière-près-Troyes

- Designed and shaped the visual and interaction language for 3 product surfaces, building a 120+ component Figma library that kept the product feeling cohesive as it scaled.
- Led user interviews and usability testing across 2 product cycles, turning research into design decisions the product team acted on.
- Built the design token system and visual guidelines used by design and engineering, cutting handoff friction by an estimated 30% without sacrificing craft.
- Took interfaces from concept to pixel-accurate, responsive front-end (HTML/CSS), owning the full arc from idea to shipped product.

Brand & Web Designer

APR 2023 - JUN 2023

INTERNSHIP
MyOwly, Rosière-près-Troyes

- Built a brand identity from scratch (logo, visual system, documentation) for a company with no prior guidelines.
- Designed and developed 5+ responsive web templates, translating the new brand into a consistent digital experience.
- Built accessible UI components (WCAG 2.1 AA) for web and mobile.

EDUCATION

MBA Lead UX/UI Designer

SEP 2024 - JUL 2026

My Digital School - Annecy Campus, FR

Exchange Program : Career - Multimedia Integration

SEPT 2022 - DEC 2022

Cegep College Vanier Montreal, CA

BUT Métiers du Multimédia et de l'Internet

SEPT 2021 - JUN 2024

MMI Department in Montbéliard, FR

SKILLS

Design & Prototyping

Figma, Adobe XD (components, auto-layout, variables, documentation), ...

UX Research

User interviews, Usability testing, Journey mapping, ...

Design Systems

Component libraries, style guides, token structures, versioning, ...

Webdevelopment

HTML / (S)CSS / JavaScript, React, Vue, WebGL, Three JS, ...

Print & Brand

Illustrator, Photoshop, InDesign, ...

Motion & 3D

Premiere Pro, After Effects, DaVinci Resolve, Blender, ...