Fredlyne Antoine

UX Designer

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in LinkedIn   💼 Portfolio

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01 PROFILE

Creative UI/UX Designer passionate about crafting accessible, player-centered digital experiences with a background in Computer Science and Graphic Design. Experienced in user research, wireframing, prototyping, and usability testing with a focus on creating accessible, engaging digital experiences. . Skilled in Figma, prototyping, user research, and turning research insights into polished interfaces for games, apps, and web platforms.

02 EXPERIENCE

GenCyber

Graphic Designer

May 2022 - Jan 2025

- Designed visual assets (logos, posters, stickers) to support program branding.
- Assisted students in learning technical and design concepts, improving accessibility.
- Presented and iterated on designs weekly based on feedback from project leads.

PRIME - VR

UX Designer / Web Developer

Aug 2024 - April 2025

- Designed user flows, wireframes, and prototypes in Figma to refine VR onboarding.
- Built a responsive Vue interface aligned with WCAG accessibility standards.
- Conducted usability tests that reduced task confusion and improved user satisfaction by 25%.

Gameify

UX Designer / Product Designer

Sep 2025 - Oct 2025

- Led UX design for a cross-platform gaming hub supporting discovery and community features.
- Conducted player research to identify needs, boosting engagement by 18%.
- Created responsive web and mobile prototypes improving design handoff efficiency.

03 EDUCATION

Google UX Design Professional Certfication   Aug 2025 - Sep 2025

7-course program covering user research, wireframing, prototyping, usability testing, and responsive design.

University of New Haven   Aug 2021 - May 2025

Bachelor of Science, Computer Science,
Concentration in Game Design & Development, Minor in Graphic Design, GPA: 3.45

04 SKILLS

Figma   Sketch   Photoshop   Illustrator   InDesign   Blender

Miro   Trello   User Research   Wireframe   Interactive Design   Jira

Logo   Fig Jam   Typography   HTML / CSS   Unity   Vue

IA   Scrum   Usability Testing   Prototyping   Accessibility