



# Rayne Leroux

## UX/UI DESIGNER

### Contact

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### Portfolio

www.rayneleroux.com ↗

### Education

Jul 2022 - May 2023

**CareerFoundry**

**UX Design Professional**

Sep 2020 - Jan 2022

**Vrije Universiteit Amsterdam**

**MSc Ecology and Evolution**

Sep 2017 - Aug 2020

**Amsterdam University**

**College**

**BSc Liberal Arts & Science**

Sep 2012 - Aug 2013

**Manchester Metropolitan**

**University**

**CertHE Web Development**

### Achievements

Jan 24

**Winning Team of Innovate 48**

**Product Design Hackathon ↗**

## Summary

Experienced UX/UI Designer in B2B SaaS solutions, with a background in ecology. Passionate about translating human behaviour and perception into engaging and accessible user experiences.

## Work Experience

Apr 2024 - Present

**UX/UI Designer at Authic, Hybrid**

Authic is a young startup building white label loyalty solutions for SME's to enterprises.

- Designed end-to-end a scalable, white-label loyalty platform with connected iOS/Android apps that became the foundational product for the company's service offerings.
- Conducted user research and competitive analysis, and synthesized insights to define user personas and journey maps.
- Executed the full design lifecycle in Figma, from low-fidelity to high-fidelity wireframes and maintaining a scalable design system, which improved team efficiency and streamlined handoff.
- Collaborated cross-functionally with executives and engineers in daily stand-ups and meetings to present designs, showcase progress, and contribute to product strategy.
- Drove business and sales enablement by creating a dynamic Figma demo prototype to streamline client presentations and created the company's lead-generating public website in Framer, directly shaping brand identity.
- Ensured product quality and alignment by conducting QA on development builds, acting as the user advocate to identify discrepancies and uphold the intended experience prior to launch.
- Transformed complex requirements into intuitive experiences for additional key projects, including a food traceability system and a game developer launchpad.

Oct 2023 - Mar 2024

**UX Designer at UX Foundations, Remote**

- Conducted an audit of existing brand assets and combined findings with provided UX research to redesign the website's information architecture and content strategy.
- Executed the design and validation phase, translating the new IA into low- and high-fidelity wireframes, conducting usability testing, and implementing data-driven refinements to finalize the design.

## Certificates

Oct 24 - Jan 25

**Advanced Figma**

**Bring Your Own Laptop**

Mar 24

**AI for Designers**

**Interaction Design Foundation**

## Skills

User Research

Information Architecture

Usability testing

Wireframing

Prototyping

Design Systems

User Flows

Competitive Analysis

UI design

## Tools

Figma

Notion

Linear

Slack

Miro

Framer

Wordpress

Loom

Google Forms

HTML

CSS

Canva

Adobe XD

## Work Experience

Oct 2023 - Nov 2023

**UX Designer at Tech Fleet, Remote**

- Operated within an agile, global team for Dyslexia Foundation Nigeria to conduct user research and design project deliverables, effectively presenting concepts and rationale to both internal teams and the client.
- Facilitated team operations by managing meeting schedules, agendas, and notes to ensure clear communication and project alignment across time zones.

## Volunteer

Dec 2025 - Present

**PuXu, Hybrid**

Supporting the organization of events for a Utrecht-based product and UX design community.

May 2025 - Nov 2025

**Catch a Fire, Remote**

Redesigned the website for NDoula, a Chicago-based Black maternal health organization, to improve volunteer outreach and increase donations and partnerships.

Feb 2017 - May 2017

**Stichting AAP, On-site**

Worked as a primate caretaker, carrying out daily care, feeding, and enrichment for rescued primates while collaborating closely with an on-site care team.