

Hugues R. Boyer

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About me:

I am a passionate graphic designer with a great interest for technology and how it makes people's lives better and easier.



SKILLS

HTML/CSS Basics

10+ years Graphic Design:
Adobe Creative Suite.

Wireframing and Prototyping:
XD - Figma

User Research & Usability Testing

Agile & Scrum Knowledge

PMO Coordinator Internship

Freelancer for Flyers, Logos,
Banners, Business Cards and more.

Lead 2 teams of 10 specialists.

Trained & supervised 5 new
employees monthly.



AWARDS

"Dreamer" Award

"Positive Impact" Award

"Excellence" Award

"District Employee" Recognition



EDUCATION

2016 - 2020 : Computer Science /
Programming

2007 - 2010 : Computer Information
Technology

2003 - 2005 : Business Management
- Bachelor Degree.

APPLE PROJECTS

March 2023 – September 2023 : **Software Quality Engineer**

Project: **IS&T Retail Apps QA.**

- Created & completed software test cases and test plans.
- Responsible for internal and customer facing applications.
- Participated in applications validation before stores deployment.
- Provided bug feedback and improved core applications for Retail store consumers.

February – March 2021: **Graphic Designer**

Project: **Virtual Discovery Center Logo - Apple Inc.**

- Collaborated with RCC project manager to gather requirements and align design objectives to create Apple Virtual Discovery Center Logo.
- Developed a modern design with vibrant color scheme, following Apple's guidelines and using Photoshop and Illustrator.
- Collected feedback to update and deliver the final product in a timely manner.

January – September 2019 : **UI/UX - Designer**

Project: **Feedback Tool Project – Apple Inc.**

- Created wireframes, prototypes, and mockups to visualize and validate design concepts, ensuring seamless user interactions and adherence to Apple guidelines.
- Conducted user research activities, including interviews, surveys, and usability tests, to gain insights into user behaviors, needs, and preferences.
- Analyzed user research findings to inform design decisions, iterating on UI/UX designs based on user feedback for optimal user satisfaction.
- September 2019: Earned *Dreamer and Creativity Award* - Employee recognition

February – August 2017 : **UAT**

Project: **User Acceptance Testing - Internal tool - Apple Inc.**

- Identified 80% of SEMS Tool bugs and submitted solution test scenarios to improve work functionalities
- Scripted an average of 3 pages to achieve the tests expected outcome
- Validated final SEMS tools and procedures to efficiently meet requirements worldwide.
- Identified gaps, and suggested enhancements to SEMS processes based on a broad view of the organization.

March 2017 – August 2017 : **Graphic / Web Designer**

Project: **Share Your Knowledge (SYK) - NPP Apple Inc.**

- Designed a logo to represent the Share Your Knowledge team
- Built a website prototype to establish upcoming discussions
- Performed usability testing to collect data and insure the website's functionalities expectations are met
- Submitted final updates and reports to the project leader