

MARC BONNE

UX Researcher/Designer & PhD student (Games User Research)



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Portfolio:
<https://www.bluelearner.com/ux-portfolio>

EXPERIENCE

- ❖ Sept 2010 - Present UX Researcher/Designer (Contractor)
 - ❖ Worked with product owners, designers, developers and other stakeholders to carry out interviews, focus groups, observation sessions, identifying the needs and characteristics of target audiences for apps and websites using observations and interviews.
 - ❖ Improved sales/retention and engagement rates through redesigning the interface and flow of websites and apps as well as writing reports on user research findings. Created user stories, profiles, user flows, and journey maps. Designed hi-fidelity interactive mockups using Photoshop, Axure, Webflow. Also used Balsamiq Mockups, wireframe.cc or simply paper and pen to sketch wireframes.
 - ❖ Adjusted user interfaces and wrote copy to suit various communication mediums such as desktop, tablet and mobile devices.
 - ❖ Used HTML/CSS and JQuery to implement the frontends of websites. Designed on top of CMS applications such as Wordpress for blogging.
 - ❖ Monitored website performance using Google analytics. Gathered feedback from app users remotely and using guerrilla testing.
 - ❖ Worked with a range of start-up companies remotely worldwide as well as many big-name brands such as eBay, Stanford University, Ask.com and Groupon.

- ❖ July 2017 – Present
University of Sheffield
 Usability Research Assistant
 - ❖ Performed systematic research of the literature on current user experience issues for diabetes/IBS and running apps.
 - ❖ Created a usability questionnaire based on the System Usability Scale (SUS) to gather ease of use information on current apps on the market.
 - ❖ Used social media to target and contact potential participants to take part in the survey about app usage among runners, diabetes and IBS sufferers.
 - ❖ Distributed SUS questionnaire to participants and analysed data in SPSS
 - ❖ Helped write a report containing, user flows, information architecture creation and user journeys based on findings to be published as a journal paper.

- ❖ Nov 2014 – Present
University of Sheffield
 Systems Modelling/Project Management Teaching Assistant
 - ❖ Organised and ran group tutorials/workshops for students on creating user stories/user flows, WBS (Work Breakdown Structure, DTL's (Detailed Task List) SSADM, agile and general project management methodologies.
 - ❖ Helped book and organise exam rooms and invigilate exams.
 - ❖ Marked coursework assignments using formative as well as summative feedback.
 - ❖ Managed newer teaching assistants in supervising students.

- ❖ Jun 2008 – Jun 2009
Oxfam
 Web Developer
 - ❖ Researched competitor sites of Oxfam in order to identify UX styles and trends.
 - ❖ Developed Oxfam bookshop website using HTML, CSS, Javascript and PHP.
 - ❖ Wrote sales copy for eBay products.
 - ❖ Took photos, scanned and edited images of products using Adobe Photoshop and Fireworks.
 - ❖ Used guerrilla testing to introduce customers coming in store to the new website and acquired feedback, identifying UX issues and trends with the overall platform, and adjusted the design based on the feedback.

EDUCATION

- ❖ Oct 2014 – 2020 **University of Sheffield**
Doctor of Philosophy (PhD), User Experience Research, Library and Information Science (Part time)
 - ❖ A user experience research study on the impact of browser-based mathematics games on student mathematics anxiety.
 - ❖ Data collection and analysis use mixed methods, involving an existing quantitative scale to measure mathematics anxiety and the use of qualitative observations and interviews to identify particular aspects of online maths games that affect mathematics anxiety.
 - ❖ Recruited students via email, lecture/workshop shout-outs as well as meeting students in around the campus to take part in the study. Organised test venues, prepared camera/microphone and monitoring equipment for recording and analysis.
 - ❖ Analyzed mathematics anxiety data as well as mouse/keyboard strokes and facial reactions using SPSS and NVivo. Furthermore, analyzed observation and interview data using thematic analysis in Morae Manager and NVivo.
 - ❖ Currently writing up results and discussion containing user experience findings, as well as mathematics anxiety results and analysis. The data will be used to create a model of UX components in online games that impact mathematics anxiety. The model will be then used to create online games that reduce mathematics anxiety.

References are available upon request