

DJADJA Yacine

LEARNING & INSTRUCTIONAL DESIGNER

Jouy-le-Moutier, France

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Born: 1 August 1996

French citizen, available immediately, relocating near the workplace upon hire

Languages: French (native), English (C1), Spanish (A2)



PROFILE

Learning designer with 7 years of experience in education, including 4 years in digital learning, from analysing partners' needs to maintaining the quality of existing content.

Teaching experience combined with a versatile technical profile and a proven ability to get up to speed quickly in new fields, with validation by subject-matter experts.

PROFESSIONAL EXPERIENCE

Learning & Assessment Designer

06.2022 – 06.2026

Pix · Paris, France

France's national public platform for assessing and certifying digital skills, aligned with the European DigComp framework, with 7.3 million active users.

- Designed, produced and managed learning and assessment content across its full lifecycle:
 - Defined competencies with government partners, then translated them into learning objectives by level
 - Produced hundreds of assessment items (quizzes, interactive modules), prototyped in Construct or Figma
 - Iterated with colleagues and subject-matter experts, then ran final quality checks on the team's content
 - Managed content and the competency framework in the platform's in-house tools
 - Monitored usage and performance data in Metabase (success rates, user feedback) and made adjustments
 - Owned the monitoring and evolution of 6 of the 16 competencies in the Pix framework
- Produced the "Pix+ Cybersécurité" assessment pathway, designed to raise awareness and prepare organisations for key cybersecurity challenges:
 - Produced over a hundred assessment items in one year, getting up to speed quickly on a wide range of topics
 - Content validated by a panel of industry experts (5 to 20 people depending on availability)
- Advisory and support role in the early stages of Pix's learning pathways (diagnostic and training modules)
- Launched the anti-fraud programme safeguarding the reliability of Pix certifications:
 - Mapped fraud and intellectual property infringements, followed by hundreds of takedowns with the legal team
 - Built a blocklist of fraudulent content used during certification and co-designed automated detection tools
- Provided regular support to colleagues (graphic production, RGAA/WCAG accessibility, in-house tools, programming), with documentation and workshops on recurring needs
- Translated content from French into English with the localisation team

Coding Instructor & Site Manager

06.2019 – 06.2022

Magic Makers · Paris, France

Private provider of coding, robotics and video game creation classes for ages 7 to 18.

- Taught coding and robotics to over a hundred students a year, in partner schools or on our premises, adapting projects and self-study materials to each group

- Trained and supported new instructors as their technical and teaching point of contact
- Welcomed families in a friendly atmosphere and kept them regularly informed of their children's progress
- Developed relationships with partners and parents (demonstrations of our offer in private schools, sales of self-paced learning content, daily reports)
- Ran the main site (safety, contractors, mandatory inspections, daily conversion of offices into classrooms) and coordinated instructors and equipment across sites and schools
- Led the COVID-19 response under tight deadlines, lending laptops to families without equipment (parental controls, loan agreements) and moving the team to remote teaching
- Managed a fleet of around a hundred laptops (inventory, repairs, refurbishment, updates)

Digital Content & Graphic Design Intern

06.2018 – 12.2018

Webedia · Levallois-Perret, France

France's leading media and online talent management group.

- Edited and published videos following a production pipeline, ensuring compliance with YouTube guidelines
- Created video thumbnails under tight deadlines and carried out competitive monitoring

EDUCATION

Bachelor in Graphic Design

09.2015 – 06.2018

Ynov · Nanterre, France

- Skills in photo editing, video editing, visual effects, programming, and the basics of 3D modelling and animation
- Founded the video game club, bringing together the school's three tracks (graphic design, programming, marketing)

KEY SKILLS

Instructional design and assessment

- Analyse training needs and build competency frameworks
- Design interactive assessments and learning content
- Teach in person and remotely, with differentiated instruction
- Keep up with developments in the field and get up to speed quickly on new topics

Team support and operations

- Support teams, document processes and manage internal knowledge
- Manage contractors and build positive relationships with partners and learners
- Take responsibility for a site and its equipment
- Diagnose and repair software and hardware issues
- Mediate between stakeholders with differing views

Software and technical skills

- **Creative software:** Adobe Suite (Photoshop, Illustrator), Figma, Unity, Construct, Blender
- **Video production:** Adobe Suite (Premiere Pro, After Effects), OBS Studio
- **Office tools and data:** Metabase, Microsoft 365, Google Workspace, in-house content management tools
- **Authoring tools:** Articulate 360 (currently learning)
- **Programming basics:** HTML/CSS, JavaScript, SQL, Python, C#

OTHER

Occasional game designer and artist at game jams (building a game in 48 to 72 hours), in teams with varied profiles.