

# Elioth Hediguer

Web Designer

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France, Switzerland & Italy

## About

Trained as a visual artist, and now studying software engineering at 42. Tools can make a decent website in minutes. A good one still needs an eye for detail and the skill to build it, and I bring both.

## Work



**Scampo**

2026

[scampo.pages.dev](https://scampo.pages.dev) ↗



**Bao Bros**

2026

[baobros.pages.dev](https://baobros.pages.dev) ↗



**THUAS Connect**

2023 – 2024

A student app for The Hague University of Applied Sciences. Classes, grades, events and chats in one place.

[Read the case study](#) →

## Experience

### UX / UI Designer

Websloth, The Hague (remote) · 2021 – 2025

- Led the design of a university's student app: design system, more than 50 screens and a prototype tested with students.
- Designed landing pages and Figma kits for startups, and worked with developers until each design was live.
- Took the agency's own product ideas from first sketch to clickable prototype, to test them before anyone wrote code.

## Education

### 42's Common Core

42 Lausanne, Renens · 2025 – present

No teachers and no lectures. Students learn through projects in C and C++ and grade each other's code. My projects are on [GitHub](#).

### Bachelor in Visual Arts

Artline, Paris · 2018 – 2021

Drawing, visual storytelling and digital tools.

## Skills

### Design

UI / UX  
Design systems  
Figma, Framer  
Illustrator, Photoshop

### Development

Astro, HTML, CSS  
JS, TypeScript  
C, C++, Git, Docker

### Languages

French    native  
English    fluent  
Italian    learning