I'm an Italian product designer based in Berlin with a passion for unraveling **complex interactions**, and making everyday tasks a bit **easier** and more **fun**.

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PROFESSIONAL EXPERIENCE

HERE Techologies, Lead UX Designer

January 2019 - Present / Berlin, Germany

Strategy - I run workshops with various stakeholders to understand and validate business opportunities around our HERE Indoor offering. I facilitate conversations and decisions using any kind of model at my disposal, be it a sketch, a prototype or a business canvas.

HERE Techologies, Sr UX Designer

March 2017 - January 2019 / Berlin, Germany

UX Design - I did flows and prototypes to define different products in our B2B offer, like a complete re-design of the developer portal. I worked closely with PM, PO, and engineers to bring a shared vision to life. Test and iterate! **Visual Design -** I worked with and extended our common component libray to make things not only useful and (re)usable but also delightful. I created visual specs and assets.

NOKIA HERE, Sr Interaction and Visual Designer

October 2012 - March 2017 / Berlin, Germany

I designed the first drive experience intended for Android and then expanded the scope of my work to the whole app HERE Maps launched on the Play Store. I did product development from a to z: concepting, prototypes, wireframes, scenarios and user tests to define the foundation of the experience. Among other things, I designed the first visual toolkit to be used and shared among the app design team.

here.com

NOKIA, Interaction Designer

September 2011 - October 2012 / Ulm, Germany

I defined the experience of a new mobile Linux-based mobile platform. The main focus was designing for hyper-social youth in emerging markets like Brasil, India, China and Africa. I was responsible of several applications starting from a concept supported then by quick prototypes, flows and specifications. I did user tests and worked closely with project managers and software developers.

nokia.com

EDUCATION

IUAV Faculty of Design and Arts, Master Degree in Visual and Multimedia Design September 2004 - April 2007 / Venice, Italy Thesis supervisors: Gillian Crampton Smith and Philip Tabor

La Sapienza University, Bachelor Degree in Industrial Design

September 2004 - April 2007 / Rome, Italy

INTERNSHIPS

HUGE, UX Designer Trainee

June 2011 - August 2011 / New York, USA I was selected for the Summer UX Camp Program. I learnt how to apply Interaction Design fundamentals like scenarios, wireframes and prototyping for diverse engagements with clients. hugeinc.com

H-Art (AKQA), Jr Interaction Designer

October 2010 - April 2011 / Venice, Italy I focused on designing iOS apps and websites for several clients like Illy, Technogym, Mondadori, IaFeltrinelli and Posteltaliane.

akga.com

FABRICA, Interaction Design Intern

September to November 2009 / Treviso, Italy At FABRICA, the Benetton's Communication Research Center, I explored interface testing, user interviews, usability testing and workshops upon sustainable design. fabrica.it