LUIGI MARCHIONNI
UX/UI DESIGNER

CONTACTS

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www.lmarchionni.me

HARD SKILLS

UX / UI
Figma, Miro, Balsamiq, Zeplin, Design thinking, UX Research, User Journey Mapping, User flow, Wireframing, Mockup, Design system, Visual Design, Motion Design

Coding
Html, Css, Less/Sass, Javascript, JQuery

Graphic / Motion Design
Illustrator, InDesign, Photoshop, After Effects, Rhinoceros, Alias, Keyshot, VRed, Midjourney, Stable Diffusion

Planning
Agile Working, Scrum Method, Azure Devops, Clickup, Quality Assurance

Game Design
Unity, Godot

LANGUAGES

English
EFSET English certificate (C2)

ABOUT ME

I am a **kaleidoscopic Designer**, my main goal is to drive a satisfying, engaging experience through a **design-driven understanding** of **technology users**.

I'm focused on (*and fascinated by*) tech scenarios in which users could express their **complex passions or needs**, through **simple, rational interfaces**.

Scientific discoveries of today make me think a lot: My main goal is to work on a game-breaking technology, bringing to life a scenario seen only in sci-fi films.

WORK EXPERIENCES

UI Designer
ID-Lab | Novafeltria | 2022 - Now

Creation of websites and marketing consultancy for clients in the tourism, fashion and heavy industry sectors and related customized CMS.

UX/UI Designer
Smartpeg | Perugia | 2020 - 2022

Involved on the developement of products for HR: Livrea (soft skill-driven team builder), Guru UP (Universal suite for HR management) and competence assesment tools.

EDUCATION

Master Degree - Interaction Design
Università della Repubblica di San Marino, 2020

110/110
Magna cum Laude

Degree - Industrial & Product Design
Alma Mater Studiorum Università di Bologna, 2017

101/110

WORKSHOPS

Technogym
Cesena | 2018

Desk research activities and realization of graphic interface for a virtual assistant for gym tools.

Vitra
Basel | 2018

Research and developement of polymeric textiles, for the realization of a shape memory material.