

Anna Gazza

UX/UI Designer

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Brescia, IT

[Portfolio](#) | [LinkedIn](#)

Education

M. Sc. in Communication Design

Politecnico di Milano (Milan, IT)

110 with honors/110

BA in Communication Design

Politecnico di Milano (Milan, IT)

110 with honors/110

Areas of expertise

- UX/UI Design
- User flow
- Design system
- Wireframe and Prototyping
- Data visualization design
- Visual Design
- Printed and Editorial Design
- Concept Development

Tools

- **Expert:** Figma, Illustrator, InDesign, Photoshop, Lightroom, Gephi, RAWGraphs
- **Good Knowledge:** After Effects, Premiere, HTML, CSS, QGIS
- **Basic Knowledge:** Javascript (jQuery library), R Studio

Languages

- **Italian:** Mother tongue
- **English:** Fluent (TOEIC B2, 925/990)

Work experience

October 2024 — Present

AlSent (Bergamo, IT)

UX/UI Designer

- Designed user interfaces for quality-control applications, including visualizations of detection-algorithm outputs in industries such as automotive, glass, metal, and plastics
- Built a scalable design system designed to support multiple products, using semantic component definitions to ensure consistency while allowing product-specific identities
- Redefined the brand identity of a product, creating documentation and design assets to ensure consistency across platforms
- Overhauled a mobile application by redesigning its structure and delivering the final UI design

February 2023 — December 2023

Mònade Digital Studio (Brescia, IT)

UX/UI Designer

- Designed wireframes, screens and interactive prototypes to illustrate product behaviour along defined use cases, ensuring meticulous attention to details
- Translated business and user requirements to low and high-fidelity design solutions
- Collaborated with product owners and developers to map current and future experiences through journey maps and service blueprints
- Worked within Agile teams, delivering iterative design solutions and adapting quickly to changing requirements

May 2021 — November 2021

Accurat (Milano, IT)

Data visualization designer

- Designed intuitive and accessible data visualizations that organized statistics, research, and other information into cohesive narratives for printed and digital media
- Translated complex data into clear and accessible visualizations with a user-centered approach
- Created intuitive and easily understandable infographics that follow the client's brand guidelines
- Explored and designed the user experience based on data storytelling and analyzed data to make the user experience clearer and more intuitive

October 2020 — February 2021

Parco Studio (Milano, IT)

Visual designer intern

- Designed merchandising materials (packaging, calendar, brochures) for different brand
- Designed digital products (website, ad banner, video editing) for companies and organizations operating in different areas such as human rights and the automotive sector
- Researched and crafted different concepts for brand images and digital touchpoint
- Successfully worked on different projects simultaneously meeting tight deadlines