

# 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

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## Areas of expertise

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

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