Francesco Cutolo[€] Designer

Contacts

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Skills

Techical

- User interface design
- User experience design
- Information architecture
- Branding and visual design
- Hi-fi prototyping
- Basic front-end coding (HTML, CSS, JS)

Processes

- User research
- Design thinking
- Handoff processes
- Design system management

Education

First level degree, 2007-2010

Graphic design (110+/110) Naples (IT), Academy of Fine Arts

Second level degree, 2010-2012

Graphic design and Advertising (105/110) Naples (IT), Academy of Fine Arts

Experiences

Mendrisio (CH), 2019-Present

Exelero AG as Senior Product Designer

Organized and facilitated the startup of the design team. Designed the brand, shaped the design culture, worked on the navigation flows and delivered high-fidelity mockups for HR-oriented softwares.

Stabio (CH), 2018-2019

Jobtome SA as Product Designer

Bologna (IT), 2017-2018

Consultant Product Designer

Worked as consultant for two series-A startups.

- Olyo Helped creating the visual identity and building the design system.
- Edit Brought design thinking methodologies to stakeholders, designed planned UI for v1.0

Parma (IT), 2014-2017

Caffeina - Ideas Never Sleep as UI/UX Designer

Created digital interfaces, user experiences and art directions for a wide range of industries. Worked on several redesign and pitched six figures clients (Bauli, Parmalat, Genialloyd, Findomestic, Furla, Mediaset, Cellularline) and non-profit organizations (Fondo Ambiente Italiano, AIRC, ActionAid).

Naples (IT), 2012-2013

Scuola Internazionale di Comics as Assistant teacher

Delivered two full "Photoshop to code" classes for post-graduates, managed final tests.

Naples (IT), 2010-2013

Geko snc as Web designer

Designed and developed wordpress websites. Executed two full above the line advertising campaigns for **British Council** and **Napoli Comicon**.

Naples (IT), 2010

One Network Experience as Web Designer

It's me

I'm a fast-paced designer with a multidisciplinary background and 9+ years of experience building digital products for desktop and mobile. From systems to tiny details, from idea to release, I want to make technology accessible and clear, solve meaningful problems and, ultimately, spread optimism.

I'm always looking for ideas and inspirations outside work and find them in movies, videogames, literature, art and travels. I'm an helpful teammate and colleagues admire my way to talking straight.

UPDATED: LATE 2019