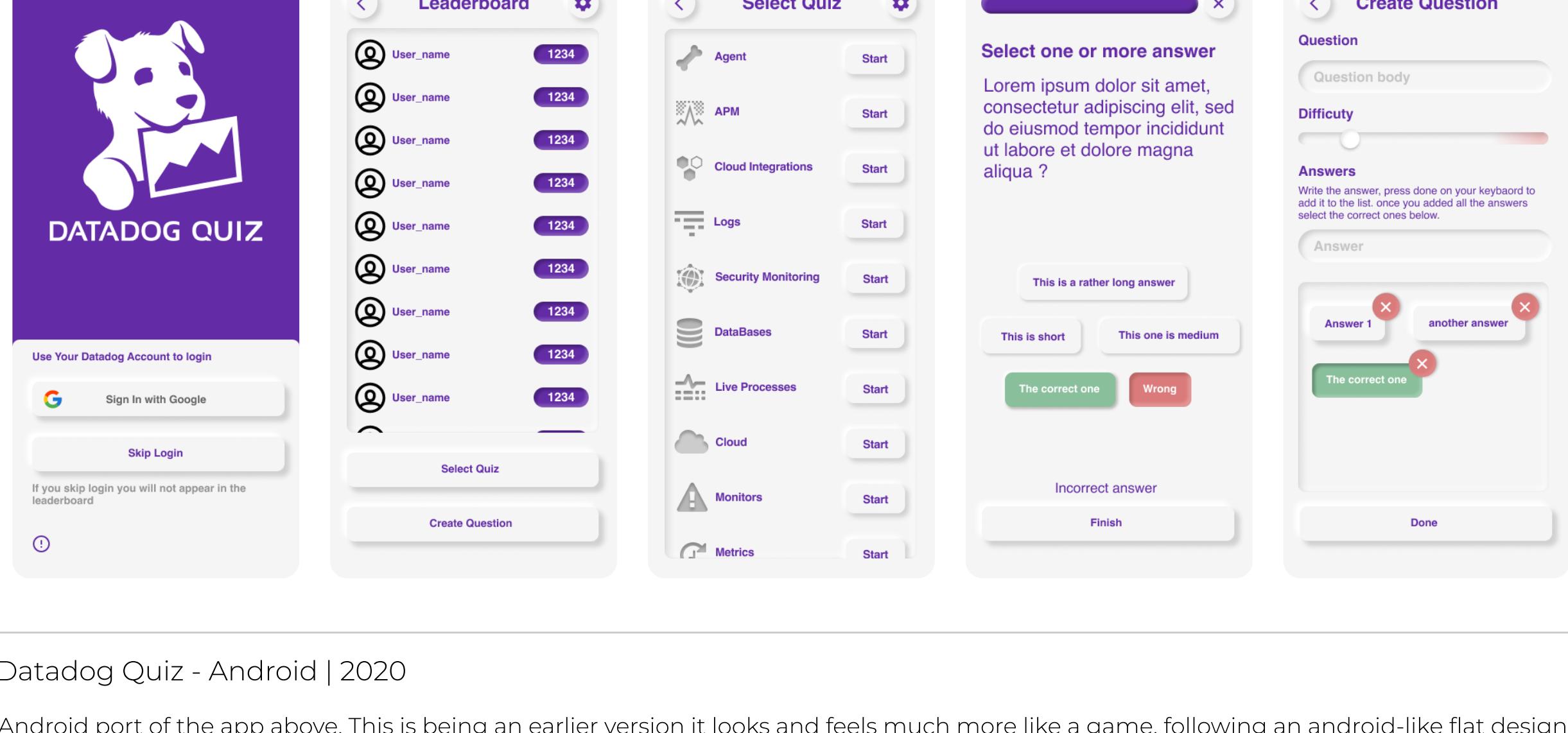


Gualtiero Mottola, UX design

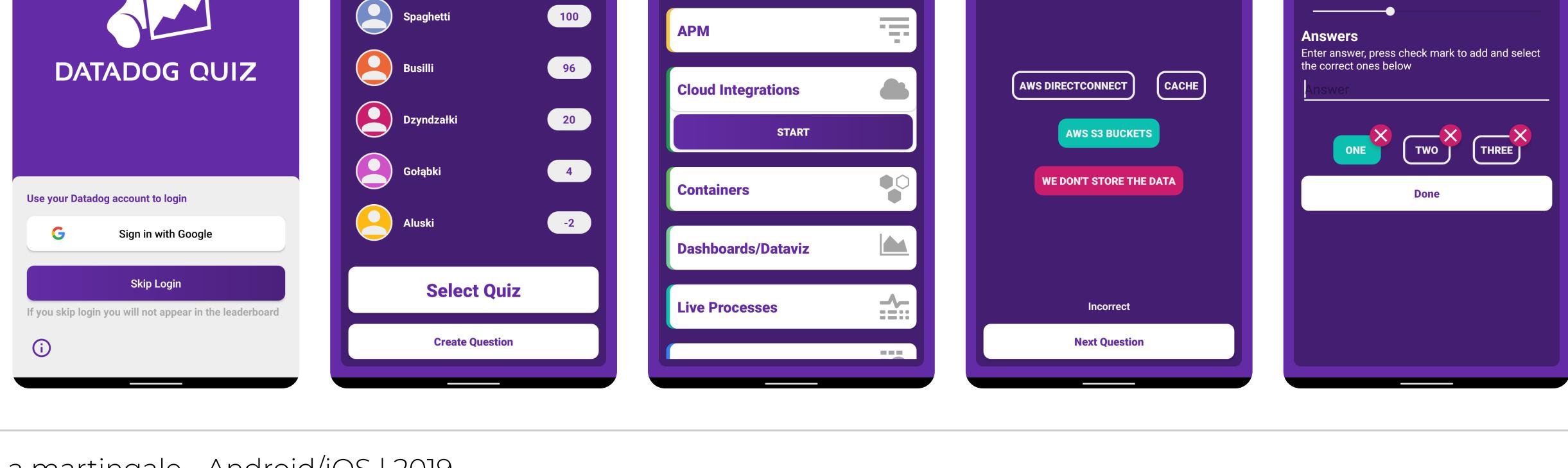
Datadog Quiz - IOS | 2020

Personal project started while working at Datadog, this was initially a game that evolved into a potential tool to be used for onboarding. Try it out [in Figma](#)



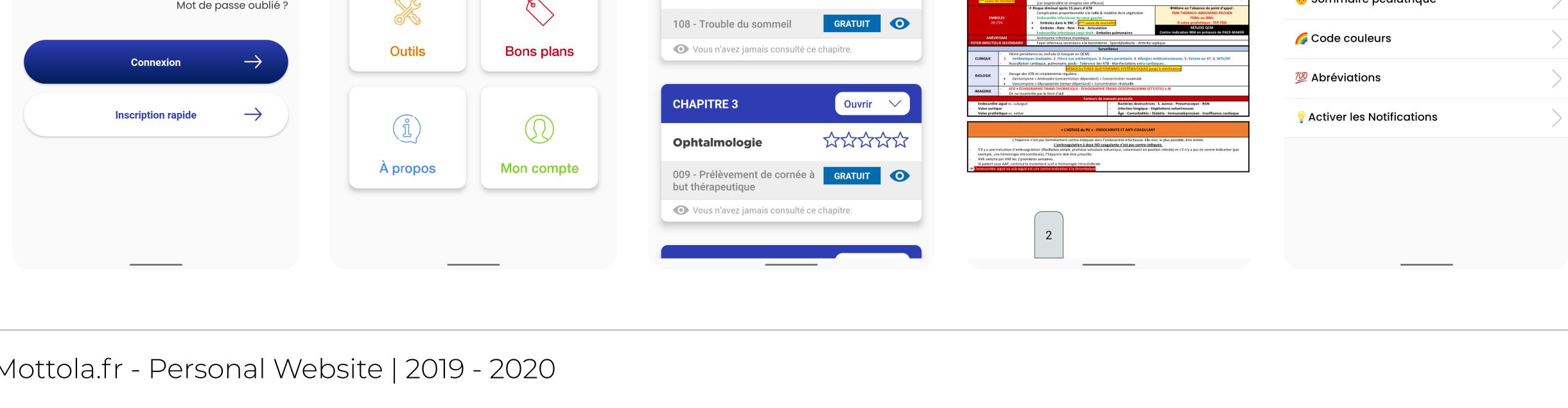
Datadog Quiz - Android | 2020

Android port of the app above, This is being an earlier version it looks and feels much more like a game, following an android-like flat design interface : [Link to a youtube video of the App.](#)



La martingale - Android/iOS | 2019

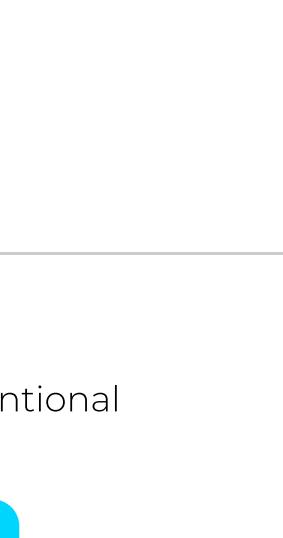
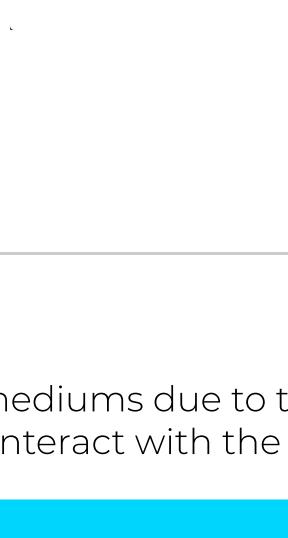
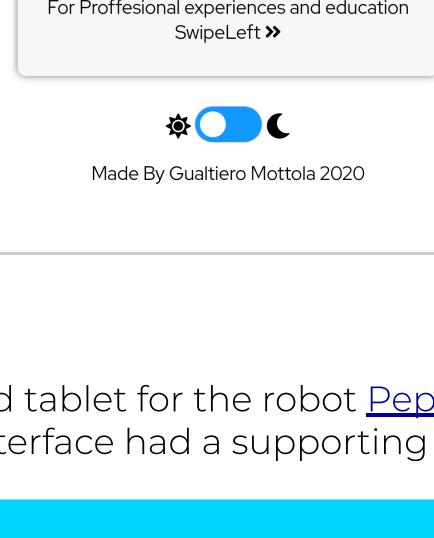
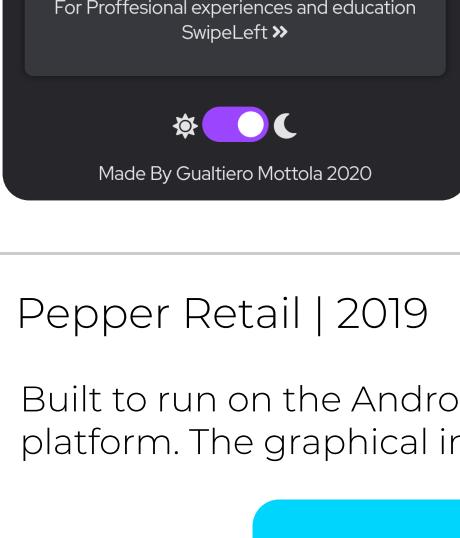
This would be my most mature personal project, accessible on the [AppStore](#) and [PlayStore](#), The app launched in conjunction with a Book, the goal being to give access to the content in an eBook format.



Mottola.fr - Personal Website | 2019 - 2020

Focus here was primarily to maximize compatibility and support dark mode, I wanted to make use of as much screen real estate as possible when scaling up or down : <http://mottola.fr>

Mobile



Pepper Retail | 2019

Built to run on the Android tablet for the robot [Pepper](#). This App uses several interaction mediums due to the rather unconventional platform. The graphical interface had a supporting role, speech being the preferred way to interact with the Robot.

