

## FEDERICO KRATTER THALER

Experience & Interaction Designer

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*Hello*, I am Federico, a digital product designer focus on user experience, user interface and interaction. I'm love also frontend development and photography. I have been creating digital design over past 3 years.

# Enough talk. Show me more but less.

## PROFESSIONAL EXPERIENCE

### User Experience & Interaction Designer

*IT Value Partner, from September 2022*

At IT Value Partner I work both on internal projects, such as the creation of a blockchain platform, and on external projects, working with Bitmama and Unicredit.

### Co-founder

*Fantapp, from May 2022*

I participated in a startup pre-acceleration program organized by Bocconi University & Idea Booster Lab with Fantapp, an app dedicated to revolutionizing the world of fantasy games.

### User Interface & Interaction Designer

*Value Partners, from April 2021 to september 2022*

At Value Partners I participated in various projects in the role of User Interface Designer, as well as User Experience & Interaction Designer. The clients I worked with included Juventus, UnipolSai, Zegna, Crif, Edison and OneofUs.

### UX/UI Designer

*Freelance, from July 2020 to April 2021*

As a freelance I have collaborated with different brands, for example MemoriesNow, Sponsor.smart, Take eat easy, The Language Grid, Dropshot and others, helping them to develop digital products with human-centered experiences and outstanding interfaces.

### Visual & Brand Designer

*Value Partners, from April 2021 to september 2022*

As a freelance I have collaborated with different brands, for example OpenBeach Milano, Evodia, Gianluca Rossi Party&Events, Children in Crisis and others, helping them to develop coordinated visual&communication campaigns and digital content.

### Visual & Web Designer

*Freelance, from May 2019 to April 2021*

At Liligutt I designed graphic concepts and web contents for Linda Meyer Henschel website.

## EDUCATION

### Workshop Light Verona

*Politecnico di Milano, from April 2020 to May 2020*

Urban installations of light for a city to be relaunched from a tourist point of view.

### Interior design bachelor degree

*Politecnico di Milano, from Semptember 2017 to July 2020*

Thesis title: Otto e mezzo nello sguardo di Paul Ronald.

### High school diploma

*Liceo Scientifico Elio Vittorini, from Semptember 2012 to July 2017*

Scientific high school diploma.

CERTIFICATION

**Gamification - How to Create Engaging User Experiences**

*The Interaction Design Foundation, August 2022*

**Agile Methods for UX Design**

*The Interaction Design Foundation, August 2022*

**Design for the 21st Century with Don Norman**

*The Interaction Design Foundation, August 2022*

**Journey Mapping**

*The Interaction Design Foundation, August 2022*

**Service Design: How to Design Integrated Service Experiences**

*The Interaction Design Foundation, August 2022*

**User Experience: The Beginner’s Guide**

*The Interaction Design Foundation, August 2022*

**Idea Booster Lab Program**

*Idea Booster Lab, May 2022*

Training program designed to improve the entrepreneurial skills of early stage startups and newly founded companies.

**Next.js & React**

*Udemy, April 2022*

Frontend Next.js and React technologies course.

**Toeic B2**

*Eas Milano, August 2020*

Test of english for international communication, level B2.

AWARDS

**Top 10 teams**

*Reply Creative Challenge 2022, June 2022*

Recognized as one of the 10 best team in the Customer Experience category of the Reply Creative Challenge, with 962 participating teams.