Maurizio Mambrini.

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Experience.

JUN 2021 - TODAY
UX/UI Engineer @ Snowit
Snowit is a digital platform dedicated to winter sports and holidays, from which Bikeit, focused on cycle tourism, and Tribala, specialized in sports travel, were developed. Working with a multidisciplinary team, I designed and developed the UX and UI for the e-commerce sites, the iOS/Android app, and the management panel.

JUL 2017 - JUN 2021
Web designer @ Qboxmail S.r.l.
Qboxmail is a corporate email service provider that stands out for its dedicated infrastructure and in-house application development. Working with the development team, I designed and developed the UX and UI for the webmail, the multi-level white-label panel, and the email archiving service, as well as the corporate website.JAN 2016 - TODAY

JAN 2016 - TODAY
Web designer freelance
As a freelancer, I worked on web projects of various complexity and technological stacks. I designed and developed web applications using a headless approach, as well as more "classic" custom WordPress sites.

JAN 2014 - DEC 2016
Cultural project consultant
I have carried out cultural projects of various kinds by collaborating with institutions, associations and companies (University of Florence, Municipality of Castell'Azzara, Cantina Castelli del Grevepesa, Zeugma s.r.l.).

Skills.

ADVANCED LEVEL
HTML, CSS, SASS, WordPress, UX design, UI design, Information Architecture, Figma, Sketch, InDesign, Illustrator, Affinity Publisher, Affinity Designer

INTERMEDIATE LEVEL
React JS, Javascript, GIT, Photoshop, Affinity Photo

BASE LEVEL
React Native, Vue JS, TypeScript, PHP, Next JS, Gatsby, Dato CMS, GraphQL, User research, User test

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I'm a UX/UI designer and developer, with 6+ years of experience in making people life easier by design and develop digital experiences. I think that in a world full of inputs, the key to making technology truly accessible and people happy is simplicity.

As **UX/UI designer,**, I transform complex processes into intuitive and simple user experiences, creating clear and consistent design systems, layouts, and interfaces, to make every interaction as natural and enjoyable as possible.

As **UI developer**, I apply these same principles by writing code to build fluid and consistent experiences across various devices. I transform designs into component libraries and web/app interfaces, with particular attention to CSS to ensure that every visual element contributes to a harmonious and engaging experience.

Education.

2016 - 2017
Web design
@ Accademia Nemo - Florence, IT
Training course on web design skills: UX, UI, interaction designer, HTML, CSS, JS, PHP.

2015-2016
Publishing Product Technician
@ La Scuola di Editoria – Florence, IT
Training course on the management of the editorial product processing phases.

2010 - 2013
Master's Degree in Historical Sciences
@ Università degli Studi di Firenze
Degree course in contemporary history with a specialization in food and wine history.