

Maurizio Mambrini.

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Complete resume
doublem.dev



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

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.

EVERY DAY I WORK WITH...

React JS, Javascript, TypeScript, HTML, CSS, SASS, GIT, UX design, UI design, Information Architecture, Figma, Illustrator, Affinity Designer

SOMETIMES I USE...

React Native, GraphQL, WordPress, PHP, Sketch, InDesign, Affinity Publisher, Photoshop, Affinity Photo

I LIKE TO EXPERIMENT WITH...

Vue JS, Next JS, Dato CMS

I'm a UX/UI designer and developer, with 8+ 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.