

Maurizio Mambrini.

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Complete resume
doublem.dev



Every day I design and develop interfaces to make people life easier. As a **UX/UI designer**, I transform complex operations into easy-to-understand flows for users. I create libraries of components, design systems, layouts and interfaces to create a coherent user experience. As a **UI developer**, I write HTML, CSS and JavaScript, to create a smooth and consistent experience across devices, transforming designs into component libraries and web/app interfaces.

Experience.

JUN 2021 - TODAY

UX/UI Engineer @ Snowit

In Snowit I designed UX, UI and information architecture of all applications (e-commerce, control panel, iOS/Android apps) and developed component libraries (React JS, React Native).

JUL 2017 - JUN 2021

Web designer @ Qboxmail S.r.l.

In Qboxmail I designed UX, UI and information architecture of webmail, control panel, email archiving service, corporate website and I developed components and layout of all applications.

JAN 2016 - TODAY

Web designer freelance

I designed and developed both web applications based on a headless approach (React JS + Next JS/Gatsby + CMS Data) and "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.

DEVELOPMENT / ADVANCED

HTML, CSS, SASS, WordPress

DEVELOPMENT / INTERMEDIATE

React JS, Javascript, GIT

DEVELOPMENT / BASE

React Native, TypeScript, PHP, Next JS, Gatsby, Dato CMS, GraphQL

DESIGN / ADVANCED

UX design, UI design, Information Architecture, Figma, Sketch, InDesign, Illustrator, Affinity Publisher, Affinity Designer

DESIGN / INTERMEDIATE

Photoshop, Affinity Photo

DESIGN / BASE

User research, User test

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.