

Experience

Instructor- Academy Xi / Generation Australia

Nov 2021 – July 2022

I taught this full-time intensive online frontend web development program (Cmd line, HTML, CSS, JS, GitHub, React, Agile) to 25 students.

- I mentored students during group and solo projects and helped them troubleshoot code during difficult times.
- I was described as an "A1 leader" due to my use of applied-learning techniques and a growth mind-set culture that empowering students to achieve their goals.
- Working cooperatively with a team of four instructors, mentors, and organizational staff, I helped the students achieve their learning goals.

Instructional Associate - General Assembly

May 2021 – August 2021

I work alongside the Lead Instructor for the Product Management courses, to deliver an extensive curriculum to a diverse range of individuals.

Responsibilities:

- Provide constructive feedback on project strategy, presentations and deliverables.
- Facilitation of in-class activities and discussion.

User Experience Consultant – Doshy App

Feb 2021 – March 2021

Doshy is an app to help Australians manage their bills in one place.

My role was to provide a list of suggestions to improve the user experience of the MVP.

Responsibilities:

- Project Management in Asana
- Competitive analysis
- Heuristic evaluation
- User research (user testing, interviews and surveys)
- User flow
- Wireframes & Prototype
- User testing
- Summary reports

Check out the case study [here](#).

Consultant – Industrial design for retail

March 2018 – Aug 2021

I designed numerous displays for retail for Genesis Display, Frank Steel and DMG.

Responsibilities:

- I draw production drawings and adapt each design to the manufacturing capabilities of each company while delivering solutions that worked for the client needs.
- I produced visuals and presentations to envision concepts.
- I collaborated with the different teams to achieve a streamlined work-flow and to ensure departments and suppliers had the correct specifications for each design project.

Computer Skills

- **UX:**
Figma
Miro
Adobe XD
User testing
Wireframes
User journey
- **Front end:**
CodePen
Atom
Visual Studio
- **Graphic:**
Photoshop
Illustrator
Indesign
- **Computer Languages:**
Html
CSS
Javascript
React
Cmd
Github
- **Rendering-CAD:**
Cinema 4D
Rhino 3D
AutoCAD
- **Other languages:**
English
Italian
- **Google**
- **Office**
- **Slack**
- **Pc and Mac**

Qualifications

Front-end Developer

General Assembly

UX Design Immersive

Full time (+450 hours)

General Assembly

UX/UI Design

Tafe NSW

Marketing Diploma

Tafe NSW

Industrial Design

Bachelor Degree

Politecnico di Milano (University)

Socrates

Industrial design UNSW

Experience

Industrial designer – Pegasus Print

Feb 2018 – July 2018

I used my deep knowledge of manufacturing machines, production lines and workflow between the company's departments to set up the design department.

Responsibilities:

- Set up design templates for documentation (briefs, bills of materials for estimating, drawing templates for production and clients).
 - Communicate with the departments to understand their needs with the scope to obtain efficiency and increase productivity.
 - Design of displays for high volumes and ongoing production.
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Qualifications

First AID and Cardiopulmonary
Resuscitation Certificate

Industrial designer – GSP (APN Outdoor)

July 2014 – Nov 2017

I designed numerous displays for retail such as Woolworths and interstate retails chains.

Responsibilities:

- User research.
- Communicate with clients to understand their needs and offer tailored solutions.
- Estimate of projects.

Industrial Designer – STI Group

April 2011 – June 2014

Packaging Designer - Colorpak

June 2009 – March 2011

Senior Designer – Burgopak (UK)

April 2005 – Nov 2008

Product Designer – Alma Home (UK)

Feb 2004 – Oct 2004