



IMMERSIVE EXPERIENCE ARCHITECT, FULL-STACK PRODUCT LEAD

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A versatile Product Lead with proven expertise in driving the development of interactive products. My distinct value proposition lies in the seamless fusion of **UX/UI Design skills**, a solid technical programming foundation, and a strategic Product Management mindset. I am highly specialized in gamification and audio software, with hands-on experience in AI, LLMs, and Computer Vision. This unique blend allows me to effectively bridge the gap between design, technology, and business, ensuring the delivery of impactful and user-centric products.

PROFESSIONAL EXPERIENCE

Synergeticon GmbH – UX/UI Designer & Product Owner

MAY 2023 - JUNE 2025

- As a hybrid professional, I led the design and product strategy for an **AI** and Computer Vision-based **SaaS** platform, serving as the key liaison between external project requirements and the development team.
- Drove the product strategy and development roadmap** for an AI platform, managing over 20 new features and their release timelines.
- Facilitated cross-functional collaboration**, acting as a bridge between developers and project managers. I managed work between **frontend** and **backend** teams, ensuring **strategic alignment** and a fluid development process.
- Designed and **maintained a scalable Design System**, optimizing the development team's workflow and enhancing the overall user experience of the offered solutions.
- Collaborated closely with developers on code reviews** (VueJS, Python, Go, Rest API, and GraphQL), providing feedback and ensuring optimal implementation of design solutions. I also **oversaw industrialization and versioning** practices in Docker and GitHub.
- Led the development of **AI-driven solutions** in sectors such as logistics, aerospace, automotive, manufacturing, and green energy.
- Worked on projects with partners including **Volkswagen**, **AIRBUS**, **Lufthansa Technik**, **BMW**, and **HVV**, and contributed to various German government projects: **Aerospace-X**, **DIAMOND**, **Smartromain**, **SMILE**, **IPrefer**, **Digipro2Green e Zirkel**.

Versy FZCO – Head of Design & Product Experience

NOVEMBER 2022 - MAY 2023

- I guided the **design strategy** and **brand identity** for a startup, curating the end-to-end user experience and contributing to business growth in a key leadership role.
- Defined the **brand identity and awareness**, managing design for the web presence, social media, and marketing content to attract new investors.
- Acted as the lead for user experience, designing interactive interfaces and flows for a **no-code editor** platform in the metaverse, utilizing a **Unity** and **WebGL** environment for eCommerce.
- Managed the **quality assurance (QA) testing** of new features, conducting tests to ensure product

integrity and a seamless user experience.

Singe Holdings, LLC — Digital Marketing Intern

OCTOBER 2022 - DECEMBER 2022

- I created and optimized digital assets and marketing campaigns. **Conducted market research** and **competitor analysis** to identify new opportunities for growth and optimization.
- Developed and **scheduled social media content** and multi-channel marketing campaigns.
- Assisted in **UX/UI improvements** to optimize the user experience on digital assets

Freelance Self-Employed — Web Designer / UX Designer / Graphic Designer

JANUARY 2015 - CURRENT

- Collaborated with many clients, from small start-ups to important public institutions: among them, I created a website for an **International Veterinary Hub** for the **University of Liverpool**.

EDUCATION

Master's Degree in Piano Jazz, Messina — “A. Corelli” Conservatory

OCTOBER 2019 - JULY 2022

GPA Max / 110/110 Summa cum Laude and Honours

Master's Degree in Jazz Composition, Messina — “A. Corelli” Conservatory

SEPTEMBER 2018 - OCTOBER 2019

GPA Max / 110/110

CERTIFICATIONS

Fastweb Digital Academy

SEPTEMBER - OCTOBER 2022

UX/UI Design, UX/UI Gamification, UX & Psychology, Design System

ESB Level 2 Certificate in ESOL International All Modes (C1 CEFR)

MAY - NOVEMBER 2022

LinkedIn eLearning

JULY - AUGUST 2022

User Experience:

Become a User Experience Designer;
Empathy in UX Design;
Layout and Composition - Advanced;
User Experience for Web Design.

Tools & Software:

Adobe Illustrator for Web Design;
Figma for UX Design; Miro for UX.

Audio & Sound Design:

Audio Design for Interactive Projects;
Audio Mastering Techniques;
Produce Audio for Interactive Projects;
Sound Design for Motion Graphics.

Product Management:

Build Your Critical Thinking Skills;
Better Judgment and Decision-Making;
Systems Thinking for Product Designers;
Developing Your Creativity as a Leader;
Agile Methodologies.

Google Sheets Essential Training;

Unity Certified Associate Game Developer:
UI and 2D Games; Audio and Effects.

SOFTWARE & TOOLS

Productivity & Collaboration:

- Google Suite - Expert
- Jira - Expert
- Confluence - Expert
- Miro - Expert

Design & Prototyping:

- Microsoft Office - Expert
- Adobe Creative Suite - Expert
- Sketch - Proficient
- Figma - Expert
- Webflow - Expert

Audio & AI:

- Reaper - Expert
- ComfyUI (Generative AI) - Expert
- Llama Prompt Engineering - Expert
- AI Training, Dataset Creation - Proficient

TECHNICAL ACUMEN

My technical expertise is centred on a deep understanding of systems, enabling effective collaboration. I am skilled in code review and working closely with development teams to identify issues and ensure the optimal implementation of design solutions.

Languages & Technologies:

- HTML - Proficient
- CSS - Proficient
- VueJS - Competent
- Javascript - Competent
- Python - Competent
- C# - Competent
- C++ - Novice
- Neo4J - Novice
- SQL - Competent
- Node.js - Competent
- GoLang - Novice

LANGUAGES

Italian C2 - Native Speaker

English C1 - Fluent/Full Proficiency - Oxford Certificate

German A2 - Good reading & listening understanding

Spanish A2 - Good reading & listening understanding

CORE COMPETENCIES

Product Strategy & Vision:

- Roadmap Development
- Market Analysis
- Competitor Analysis
- Objective Definition

Backlog & Prioritization Management:

- Task Creation and Management
- Requirements and User Stories
- Prioritization Methods (RICE, Kano)
- Sprint and Release Planning

Agile methodologies & team leadership:

- Agile, Scrum, Kanban
- Management and moderation of organizational meetings (Daily Scrum, Review, Retros)
- Cross-functional collaboration and communication

User Research & Analysis:

- Conducting Qualitative Research
- Conducting Quantitative Research
- Creating Personas and Customer Journey Maps

Architecture & Information Design:

- User Flow Development
- Wireframe Creation
- Interactive Prototype Design
- Visual Design and Interaction

User Interface Creation

- Design and Usability Principles
- Design System Creation and Management
- Interaction Design
- Typography and Colour Theory

Testing & Validation

- Conducting Usability Tests
- Analysis and Interpretation of User Feedback
- A/B Testing