



# Nicole Nardelli

## UX & PRODUCT DESIGNER

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👋 Hi, I am a user experience designer who loves crafting digital products based on an effective strategy and taking advantage of goals and constraints through close collaboration.

I love my job and I put my heart and soul into everything I do. I am always trying to push myself to reach new goals, level up my skills, and developing new ones through continuous learning and experimentation.

### SKILLS

- Lead design process throughout the projects
- Planning and running user research
- Translating goals and user research into intuitive designs
- Validate findings and measuring UX outcomes
- Communication skills, and the ability to deliver strong design rationales
- Ability to collaborate with cross-functional team members
- Ability to give and receive feedback and iterate on designs

### LANGUAGE SKILLS

**Italian** Mother tongue

**French** Mother tongue

**English** B2/C1

## WORKING EXPERIENCES

### UX & Product Designer

PIGMENTO | April 2019 - Present, Trento (Italy)

I am responsible for **defining and leading the design process** as well as **planning and running all design activities**. I collaborate closely with engineers, users, and clients to design and improve digital products and services for both web and mobile.

### UX & Product designer

THREAD SOLUTIONS | January 2018 - April 2019, Trento (Italy)

I was **responsible for the development of a UX-led process**. I dealt with the design of several digital products and services and **I was leading the design of Welly Village**, a platform concerning wearable technologies and eHealth. I was also involved in **research activities** regarding the ux design of **mixed reality technologies within medical field**.

### UX Designer Intern

AMARIS | March - July 2017, Vienna (Austria)

I was dealing with the redesign of Amaris ERP (almost 200 applications), for which we have **created a design system**. I was handling **user research, analysis, realization of low fidelity mockups, usability testing as well as managing the design process**. I also had the chance to actively **contribute in developing a UX environment**.

### UI Designer Intern

BULLDOZAIR | July - September 2014, Paris (France)

I designed and tested **new design components as well as several visual assets**, for main platforms (iOS, Windows, Android and the Web App), in order to make the platform more intuitive and accessible for the user, always bearing in mind the context of use.

## OTHER EXPERIENCES

**Writer on UX Collective** I published an [article](#) on UX Collective that was featured on [productdesign.tips](http://productdesign.tips) and [UX Gazzettino](http://UXGazzettino)

**Design Mentor** I mentored design students at the [HIT UX Challenge](#)

**Lecturer** I gave a [lecture](#) at IUSVE University

**Co-organizer** [@DolomitiUX](#)

## EDUCATION

### Master of Science - Creativity and Communication Design

IUSVE | October 2015 - January 2018, Venice (Italy)

### Bachelor's Degree - Sciences and Techniques of Graphic and Multimedia Communication

IUSVE | October 2012 - July 2015, Verona (Italy)

## COURSES

**Accessibility: How to Design for All** [IDF](#) | in progress

**Psychology of e-commerce** [IDF](#) | in progress

**Get Your Product Used: Adoption and Appropriation** [IDF](#) | October 2020

**User research - Methods and Best Practice** [IDF](#) | September 2020

**Google Analytics for Beginner** Google Analytics Academy | September 2020

**Rapid prototyping and design thinking** Avanscoperta | October 2018

**eHealth: Combining Psychology, Technology and Health** University of Twente | February - April 2018