RAONI ANDRIGHETTI
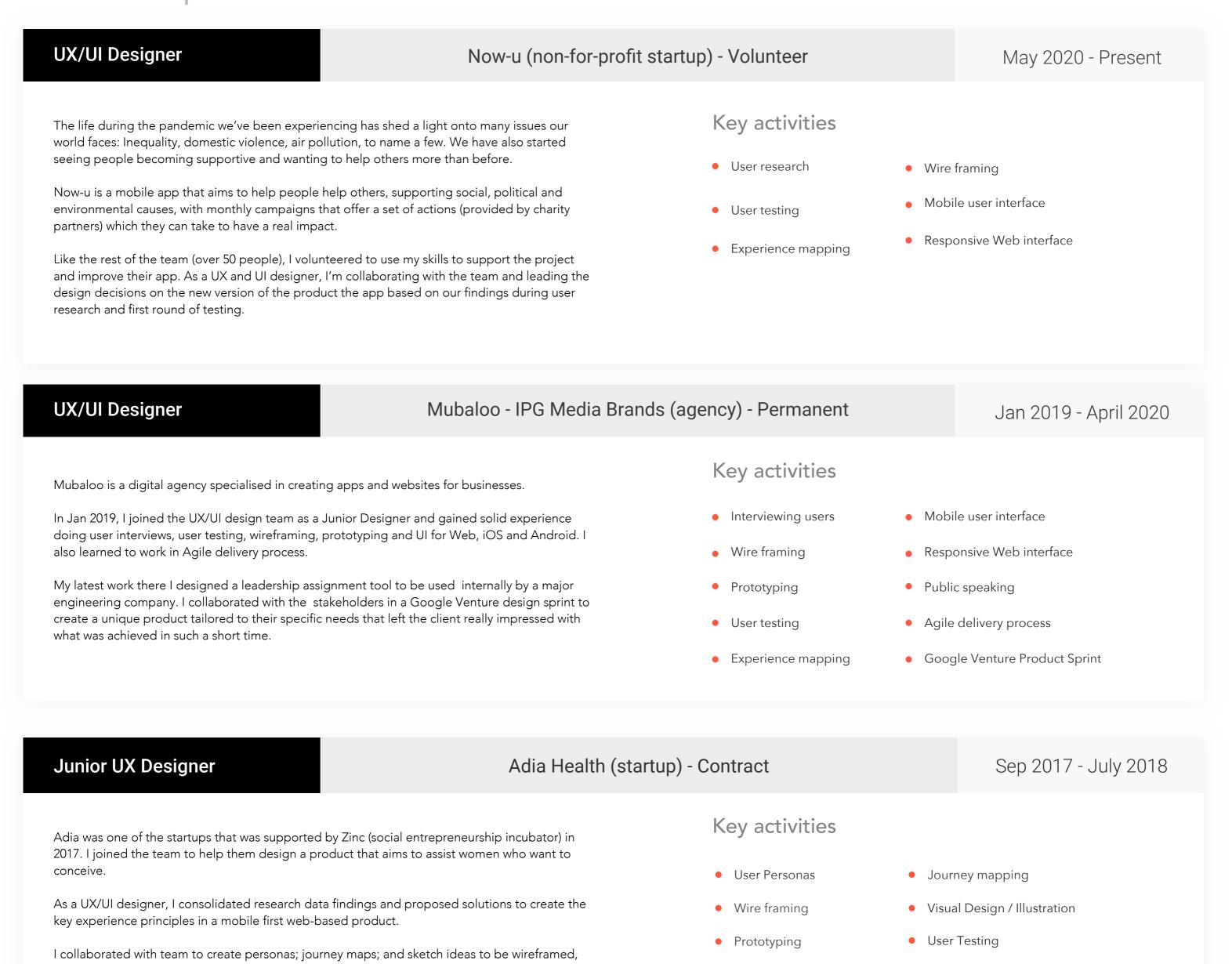
UX/UI designer

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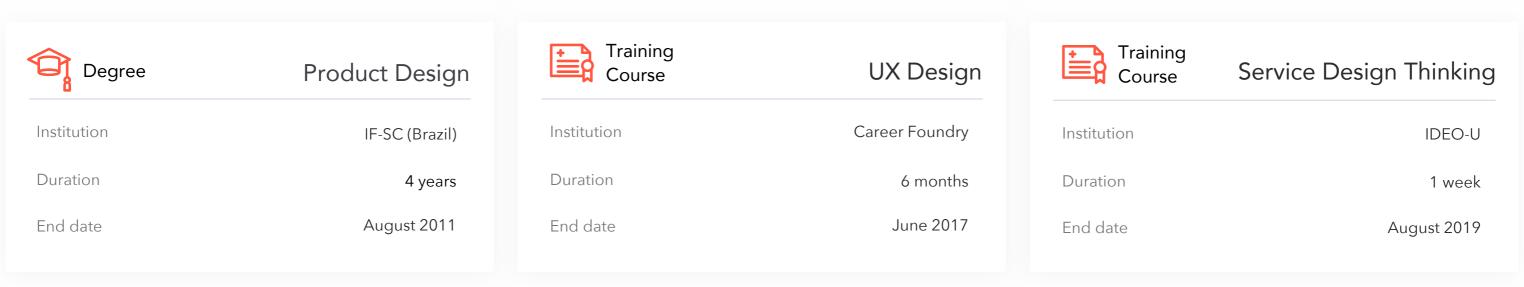- +44 7940 123 351
- Bristol, UK

Passionate UX/UI designer with a special talent for illustration, I truly believe design has the power to make the world better for people and that is key for any customer-facing company's success. I have experience working with startups helping them design their product starting from user's needs and aiming on business goals; as well as in an agency environment working with multiple clients at once in Agile delivery process.

Work Experience

UX/UI Designer	Now-u (non-for-profit startup) - Volunteer	May 2020 - Present

The life during the pandemic we've been experiencing has shed a light onto many issues our world faces: Inequality, domestic violence, air pollution, to name a few. We have also started seeing people becoming supportive and wanting to help others more than before.

Now-u is a mobile app that aims to help people help others, supporting social, political and environmental causes, with monthly campaigns that offer a set of actions (provided by charity partners) which they can take to have a real impact.

Like the rest of the team (over 50 people), I volunteered to use my skills to support the project and improve their app. As a UX and UI designer, I'm collaborating with the team and leading the design decisions on the new version of the product the app based on our findings during user research and first round of testing.

Key activities

- User research
- User testing
- Experience mapping
- Wire framing
- Mobile user interface
- Responsive Web interface

UX/UI Designer	Mubaloo - IPG Media Brands (agency) - Permanent	Jan 2019 - April 2020

Mubaloo is a digital agency specialised in creating apps and websites for businesses.

In Jan 2019, I joined the UX/UI design team as a Junior Designer and gained solid experience doing user interviews, user testing, wireframing, prototyping and UI for Web, iOS and Android. I also learned to work in Agile delivery process.

My latest work there I designed a leadership assignment tool to be used internally by a major engineering company. I collaborated with the stakeholders in a Google Venture design sprint to create a unique product tailored to their specific needs that left the client really impressed with what was achieved in such a short time.

Key activities

- Interviewing users
- Wire framing
- Prototyping
- User testing
- Experience mapping
- Mobile user interface
- Responsive Web interface
- Public speaking
- Agile delivery process
- Google Venture Product Sprint

Junior UX Designer	Adia Health (startup) - Contract	Sep 2017 - July 2018

Adia was one of the startups that was supported by Zinc (social entrepreneurship incubator) in 2017. I joined the team to help them design a product that aims to assist women who want to conceive.

As a UX/UI designer, I consolidated research data findings and proposed solutions to create the key experience principles in a mobile first web-based product.

I collaborated with team to create personas; journey maps; and sketch ideas to be wireframed, prototyped, and tested.

Key activities

- User Personas
- Wire framing
- Prototyping
- Journey mapping
- Visual Design / Illustration
- User Testing

Education & Training

Degree		Product Design
Institution		IF-SC (Brazil)
Duration		4 years
End date		August 2011

Training Course		UX Design
Institution		Career Foundry
Duration		6 months
End date		June 2017

Training Course		Service Design Thinking
Institution		IDEO-U
Duration		1 week
End date		August 2019

Skill Set

Soft Skills

- Curious
- Empathetic
- Communicative
- Passionate
- Adaptive
- Collaborative

Softwares

- Sketch
- Figma
- Adobe Illustrator
- Invision
- Abode XD
- Overflow
- Adobe Photoshop