

Bruno Pitasi

UX Designer

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[Portfolio](#)

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[Milan, Italy](#)

Lingue

 Italian
Native

 English
IELTS C1

About me

UX Designer with a background in **industrial design**, specialized in designing accessible and engaging experiences with a strong focus on gamification.

I work closely with cross-functional teams and stakeholders to define design strategies and deliver cohesive, user-centered solutions.

Work Experience

- 12/2024 - Full Remote



UX Designer
Arkadium

- 12/2022 - 11/2024 Segrate (MI)



UX Designer
tambù

UX design for casual games developed for partner companies (e.g. Microsoft), from **wireframing** to **prototyping** in Figma. **User-centered** approach focused on **layout accessibility** and **responsiveness**. Ongoing collaboration with internal and external **stakeholders**, including **developers** and **PMs**, to meet **business requirements** and ensure **technical feasibility**. Documentation of processes and design decisions in Jira and Confluence.

Collaboration on the development of **mobile** and **PC games**. Defined **information architecture** and designed low-fidelity wireframes and prototypes in collaboration with IT and Game Design teams, ensuring **usability** and **accessibility**. Conducted user research and interviews with beta testers.

Design of customized industrial dishwashers for clients, 3D model adjustments and creation of 2D drawings for the installation of requested accessories.

Creation of company products renders. Creation of 2D CAD drawings and 3D models. Daily collaboration with the technical and graphic departments.

Creation of 3D models based on 2D drawings provided by the senior designer.

Education



Talent
Garden

UX Design Master
03/2022 - 07/2022

UX Research & Mapping, Customer Journey, Low-fi and Hi-fi Prototyping, Information Architecture, A-B Testing, Networking.



Politecnico di
Milano

MSc - Design & Engineering
09/2015 - 07/2018

Additive Manufacturing, parametric design, virtual and physical prototyping, methods for engineering design.



Politecnico di
Milano

BSc - Product Design
09/2012 - 07/2015

Design Fundamentals, Design Systems, User Studies, 3D Modeling, CAD Drawing, Graphic Design Basics.

Certification



IxDF

AI for Designer
01/2024



Digital Bros
Game Academy

UX/UI Design for videogames
07/2023