


Bruno Pitasi

UX Designer

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 [Linkedin](#)

 [Portfolio](#)

 (+39) 334 2891 006

 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

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.

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



UX Designer
tambù

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.

- 03/2021 - 12/2021  Senago (MI)



Industrial Designer
Velox Barchitta

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

- 09/2018 - 07/2020  Milan



Industrial Designer
ILME

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

- 04/2017 - 07/2017  Lacchiarella (MI)



Stagista Industrial Designer
TKA Teknolabo A.S.S.I.

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