

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 intuitive and accessible experiences for complex, multi-platform products.

I work closely with **cross-functional teams** and international stakeholders to translate **technical requirements** and **user needs** into cohesive, user-centered solutions.

Skills & Tools

Information Architecture

Wireframing

Prototyping

Accessibility

User Research

Cross-functional Collaboration

Figma

Photoshop

Adobe Xd

After Effects

Illustrator

Jira

Confluence

Work Experience

- 12/2024 -  Full Remote



UX Designer
Arkadium

End-to-end UX design for multi-platform digital products (desktop, web, and mobile, including landscape and portrait) from **wireframing** to **prototyping** in Figma. User-centered approach with a strong focus on **accessibility** and **responsiveness** across devices and screen sizes.

Ongoing collaboration with **cross-functional teams** and international stakeholders, including developers and PMs, to meet business requirements and ensure **technical feasibility**. Documentation of design processes and decisions in Jira and Confluence. Exploration of AI-assisted design tools to streamline workflows and enhance methodological toolkits.

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



UX Designer
tambù

Contributed to the full design lifecycle of two digital products (mobile and desktop video games), from **information architecture** definition to low-fidelity **wireframes** and **prototypes**. Collaborated with IT and product teams to ensure **usability** and **accessibility** throughout the design process. Conducted **user research** and interviews to gather insights and iterate on design decisions.

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



Industrial Designer
Velox Barchitta

Design of customized **B2B industrial equipment** based on client-specific technical requirements, including 3D model adjustments and 2D technical drawings for accessory installation.

- 09/2018 - 07/2020  Milan



Industrial Designer
ILME

Creation of product renders, 2D technical drawings, and 3D models. Daily collaboration with technical and graphic departments to support product documentation and visual communication.

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



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

Creation of 3D models of complex industrial machinery based on 2D technical drawings, in collaboration with senior designers.

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