MARTINA MAITAN

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www.martinaemme.com

◆ portfolio 2025

UX/UI Designer with 10+ years of experience in agencies and as a freelancer. I specialize in turning complex systems—finance, tech, and wellness—into intuitive digital experiences. My background includes 5 years at MING Labs in Singapore and Europe, and freelance collaborations with Swiss-Asia Financial Services, Entropica Labs, and Odysseus Space, covering everything from interface design to marketing strategy.

WORK EXPERIENCE \

Freelance UX & Product Designer

Freelance Product Designer Nov 2022 - Ongoing

Hatch Academy, Singapore

Al Design Educator Apr 2024 - Ongoing

Singapore | Italy

Choisse, Singapore

Co-Founder and Designer
Oct 2021 - Nov 2022

MING Labs, Singapore

UX / UI Designer Apr 2016 - Sep 2021

MIT Senseable City Lab, Singapore

Data-viz Designer and Researcher Oct 2012 - Dec 2015

Fjord Accenture, Berlin

UX Design Intern May - Sep 2012

H-Farm, Treviso

UX Design Intern

Jun - Sep 2011

Freelancing for Singaporean and international clients with diverse requirements, ranging from social media strategy design to product implementation. Notable collaborations include Samsung Singapore, Swiss-Asia Financial Services, Entropica Labs, Aleet.

Designing and delivering curricula that merge design fundamentals with emerging AI practices. Running weekly webinars within the AI for All program and supporting learners in integrating AI tools into creative and professional workflows, with a strong focus on UX and accessibility.

Defining the product and mission, creating the design strategy, implementing wireframes for both mobile and desktop versions, developing branding and visual materials, and overseeing the development of both the digital platforms and the jewelry line.

Contributing in projects ranging from 3-week design sprints to 8+ month multidisciplinary B2B and B2C projects for products and services in SEA and Europe (Agile Design & Scrum). Overall my responsibilities include managing all aspects of the design process.

Using data from private sectors and motion sensors, I designed interactive maps and infographics that effectively communicate complex datasets and support scientific research with compelling visual narratives for physical and digital platforms.

Working on one extended project that covered the entire design flow, from conducting research to preparing design systems for handover to developers. Additionally, I designed content and video promotions to represent Fjord Berlin at the famous Fjord get-together, Equinox.

First approach with real clients (Circolo Illy, Telecom Working Capital, Fondazione Telecom) on developing interface designs, creating wireframes and flowcharts, scenario planning, and concept development to ensure user needs and business goals were met.

EDUCATION

M.Sc Visual and Multimedia Communication Design IUAV University of Venice, Venice

BA New Technology for the Arts
Academy of Fine Arts. Venice

Artistic High School A. Martini, Vicenza

PUBLICATIONS \

Datacollider: interface for exploring large spatio-temporal data sets SIGGRAPH Asia Visualization in High Performance Computing 2015

Touching Transport - A Case Study on Visualizing Metropolitan Public Transit on Interactive Tabletops Advanced Visual Interfaces Conf 2014

AWARDS \

Winner with Airscapes Singapore Eye on Heart Summit 2015

Semifinalist with Explore Your Emotions Adobe Design Achievement Award 2014

Semifinalist with Words Movies Counter Adobe Design Achievement Award 2012

Finalist with Whispering Reeds Adobe Design Achievement Award 2011

TOOLS \

Brainstorming and workshop support FigJam, Miro, Post-it & Markers

Design and prototype interfaces
Figma, Sketch, Adobe Creative Cloud

Presentation and communication tools Keynote, Slack, Notion, ChatGPT

LANGUAGES \

Italian - native
English - professional written and spoken

EXTRAS \

Advanced Hatha Yoga Instructor RYT 500 Yoga Alliance Jun 2015 - Nov 2019

SKILLS \

User research and personas design
Brainstorming and concept development
Information architecture and user journey
Wireframes and design systems
Visual design and prototyping
Presentation and deck design
Clients and developers communication