Virginia Facciotto
PRODUCT DESIGNER (UX/UI)

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Product Designer (UX/UI) | Envision AI

Oct 2025 - Present | Netherlands - Hybrid | Full-time

- Improving the UX of two accessible AI assistants with 400k+ downloads, by applying feedback from 600 beta testers based on Level of Priority.
- Shipping a new Meta Ray-Ban integration in 4 weeks, opening a new customer acquisition channel and increasing product value.
- Restructuring the outdated design system, maintaining a Kanban board, and actively engaging in bi-weekly dev-design syncs, achieving smooth handoff and 100% WCAG compliance across both apps.

UX Design Intern | CANIDREAM Foundation

May 2024 - Nov 2024 | Netherlands - Hybrid | Internship

- End-to-end designed a mobile game to interactively explore the art of the NOBIS social art project, achieving an increase in social impact proven through contextual user tests and a scalable design concept.
- Synthesized insights from 19 research sessions (interviews, surveys, workshops, user tests) with a total of 150+ future users into a strategic UX report that is now driving the NOBIS project's territory expansion.

Product & Visual Designer | Houston Methodist

Product Designer (UX/UI) | Oct 2025 – Present | Remote | Project-based

- Leading the end-to-end design of a mobile app for patients and a web platform for clinicians to control implanted medical devices.
- Audited 4 existing apps, identifying 50+ UX patterns and gaps that informed the design of 3 flows as probes for upcoming user interviews.
- Ensuring technical feasibility and FDA compliance by establishing and leading monthly sync meetings with engineers and developers.
- Integrating the use of AI tools in the design workflow improving speed.

Visual Designer | Aug 2017 - Sep 2025 | Remote | Project-based

- Produced 100+ infographics and 13 covers for leading medical journals.

UX Designer | Citizen Voice Research Initiative, TU Delft

Aug 2023 - Aug 2025 | Netherlands - Hybrid | Project-based

- Led the design of two web platforms, resulting in a citizen engagement app prototype validated by a 50-person study and a map-based platform for clearly illustrating research spatial data hosted by TU Delft.
- Established design guidelines from the insights of an audit of 13 existing platforms and 6 user test rounds with 100+ total participants.
- Facilitated the adoption of design methods in non-designers workflows, resulting in findings currently being published in a peer-reviewed paper.

Freelance Visual Designer | Self-employed

Feb 2020 - Sep 2025 | Remote | Project-based

- Led 10+ end-to-end projects that reached commercialization (website, visual design, packaging) for architecture, research, food, retail clients.

Product Design Intern | Hermandia Oy

Feb 2021 - May 2021 | Finland - On site | Internship

- Designed 2 wooden consumer products and 100+ website visual assets.

EDUCATION

MSc Design for Interaction
Delft University of Technology
2022 - 2024 | Cum Laude

BSc Design and Visual Communication
Politecnico di Torino
2018 - 2021 | Grade 110/110

Erasmus+ Design
Turku AMK
2020 - 2021

EXHIBITIONS

Dutch Design Week | 2023
CCmCC Festival | 2023

SKILLS & TOOLS

UX & Product
User research
Workshops
Usability testing
User flows
Design systems
Lo-fi and hi-fi prototyping
Accessibility (WCAG)
Visual communication

Collaboration
Design–dev collaboration
Multidisciplinary teamwork
Stakeholder management

Tools
Figma - Adobe Creative Suite
Webflow - AI tools for design

Languages
Italian - Native
English - Fluent
Dutch - Elementary (studying)