

I'm Nicolas Ciotti, an Interaction Design Lead, sometimes Photographer.

PROFESSIONAL SUMMARY

I love everything related to digital design and I feel a true devotion for Photography.

I have 6 years experience working as a freelance, I currently work for a company that develops customer-facing apps and I am willing to relocate abroad.

Able to remain calm also when the pressure's on, I thrive in a fast paced environment and I'm a reliable individual as well as a great team player. I love working with people especially if they share the same passion that I have for what they do.

Driven by a strong hunger for experiences and interfaces, I am constantly looking for new ideas and new ways to create awesome and functional things.

PROFESSIONAL SKILLS

• TECHNICAL SKILLS

| | |
|-------------------------|-------------------|
| Adobe Photoshop | ● ● ● ● ● ● ● ● ○ |
| Adobe Illustrator | ● ● ● ● ● ● ● ● ○ |
| Adobe Experience Design | ● ● ● ● ● ● ● ● ○ |
| Adobe InDesign | ● ● ● ● ● ● ● ○ ○ |
| Adobe After Effects | ● ● ● ● ● ○ ○ ○ ○ |
| Sketch | ● ● ● ● ● ● ● ● ○ |
| HTML & CSS/LESS/SASS | ● ● ● ● ● ● ● ● ○ |
| Wordpress | ● ● ● ● ● ● ○ ○ ○ |
| Javascript & jQuery | ● ● ● ● ○ ○ ○ ○ ○ |

• SPECIALIZATIONS

| | |
|----------------|----------------|
| UX & UI Design | Prototyping |
| Photography | Graphic Design |
| Web Design | Motion Graphic |

• LANGUAGES

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|---|
| Italian - native |
| English - english fluent - written and spoken |

WORK EXPERIENCE

Milan / July 2017 to present

Interaction Design Lead - Neosperience

I have professional experience in user interface design, strong information visualisation skills, and prototyping skills.

Key Responsibilities:

- Design digital multi-platform services, smartly bringing together user needs, business goals and technical realities.
- Translate concepts into designs that illustrate simplicity despite system complexity.
- Define the User Interfaces through information architecture, wireframes and user flow and validates it through usability testing.
- Lead UX and UI design for web and mobile applications enforcing user-centric design principles during product inception, development, and maintenance.
- Work closely with development teams to ensure that design specifications are implemented. Pixel-perfect is my mantra.

Milan / September 2012 to June 2017

Graphic Designer - Neosperience

My responsibility is to design user experiences and user interfaces for web, iOS and Android apps.

Key Responsibilities:

- Create wireframes, storyboards, prototypes, UI and UX design for web and mobile apps, optimised for devices and contexts
- Design and develop high-quality responsive website.
- Produce video, 2D motion design and graphic animation.

Milan Area / November 2010 to present

Digital & Interaction Designer - Freelance

As a creative, I am constantly looking for new ideas and new ways to create awesome and functional things, for this reason I work also as freelance.

Responsibilities:

- Web, iOS and Android apps design (UI/UX)
- Design and develop high-quality responsive website.
- Photography shooting.

EDUCATION

October 2010 to July 2012

IED - European Institute of Design, Milan - Italy

Full-time course and degree in Media Design.

During this course I have acquired skills related to creation and development of innovative transmedia projects, such as design experience, web design, interfaces and applications design; and the creation of cross-media content for internet and social networks, cinema, video games and smartphones.

RECOGNITIONS & AWARDS

2014 _

1ST PRIZE: MOBILE MARKETING CATEGORY

International Events & Relational Strategies GrandPrix
Project: MYGELATO APP - Carpigiani

TOP INNOVATION AWARD ITALY 2014

Presidenza del Consiglio dei Ministri
Project: MYGELATO APP - Carpigiani

2013 _

BEST TABLET APP

IAB MIXX 2013
Project: LA SCATOLA DEI GIOCATTOLE - Mattel

1ST PRIZE: TABLET AND MOBILE APPS CATEGORY

International Events & Relational Strategies GrandPrix
Project: LA SCATOLA DEI GIOCATTOLE - Mattel

2011 _

DOPE PHOTO AWARD

Dope Award
Project: BILBAO'S SUBWAY - Photograh

BEST PICTURE OF THE DAY (25/2/2011)

FWAPhoto
Project: BILBAO'S SUBWAY - Photograh

INTERESTS



Digital Design



Photography



Rock Music



Travel

PUBLICATIONS

2014 _

MyGelato App

MyGelato is the App dedicated to gelato lovers. The only one in the world that allows to give gelatos as a gift with smartphones. The App also allows users find gelato shops nearby in a simple and intuitive way and let them discover the taste that best represents their personality.

My role: UI/UX Designer, Video Designer

2013 _

La Scatola dei Giocattoli

Toy Box App is ideal tool to find the perfect gift, creating toy boxes available anytime and receiving push notification with offers and personalized deals. A Store locator identifies the nearest stores where users can find Mattel's products and the TV entertains users with compelling video about products, events and latest news. The App aims at highlighting the recreational and interactive side of Mattel's brands and products.

My role: UI/UX Designer, Video Designer

2012 _

FreeFlatFlow

FreeFlatFlow is a music video game. Developed for iPad, the sound is one of the two pillars of the product gaming and plasma in 10 levels according to user actions, the "enemies" on the display and the dynamics of interaction that the user decides to make. FreeFlatFlow is proposed as a new communication tool to introduce new musicians.

Realized as a thesis project of Media Design course.

My role: UI/UX Designer