

Arianna Teodonna

Product Designer

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SKILLS

User Interface
Wireframing
Interactive Prototyping
Visual Design
Design System
Management
User flow
Design Research
Heuristic evaluation
Cognitive walkthrough
Information Architecture

TOOLS

Figma Photoshop
Sketch Axure
Invision Principle
Zeplin Jira

CODE

HTML+CSS SQL
JS+JQuery

LANGUAGES

Italian French
English Korean
Spanish

EDUCATION

BSc Computer Science
La Sapienza, Rome

2015-2018

EXPERIENCE

Young Platform (Startup) / Product Designer

September 2022 - December 2023 (Remote)

- Led the UX/UI design for **Young Platform Step**, crypto educational app with **+1M downloads**, resulting in a 7.2% increase in user retention and a 63% improvement in engagement time.
- Collaborated closely with product managers and developers to ensure seamless integration of design concepts into the product.
- Updated and reorganized the company design system for an easy use for designers and developers.

Sisal.it / Product Designer Consultant

May 2021 - September 2022 (Milan, Remote)

- Sole product designer of Sisal Tipster, a social network for bettors. I collaborated closely with the project manager, creating complex interactions from scratch.
- Crafted a unique user experience, enabling rebetting, dynamic bet interaction, and competitive rankings with prizes, and users profiles.
- Revamped the UX of Sisal portal's login flow.

Mooney / UX Designer Consultant

October 2020 - April 2021 (Remote)

- Contributing to a small and dynamic team, I was in charge of creating intricate payment flows, handling transactions from taxes to phone refills.
- Collaborated seamlessly with cross-functional teams in sprint cycles, in an Agile environment.

Conflux / Product Designer

October 2019 - September 2022 (Rome, Remote)

- Collaborated with clients in diverse sectors including fashion, transport, banking and more.
- Conducted user research to inform and enhance the user experience of commissioned products. Worked on the UX and UI design, translating research findings into intuitive and appealing interfaces.
- Managed end-to-end processes, including handoffs to external development teams and effective communication with stakeholders