





GABRIELE MAIOCCO

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WORK EXPERIENCE

October 2021 - Present

RE'FLEKT

Enterprise AR software company

UX/UI Designer

Lead UX/UI designer for Re'flekt ONE modular Augmented Reality Work Platform as well as REMOTE technical support solution. Currently working on the development of new products and features that will integrate with Re'flekt ecosystem.

Munich, Germany

January 2020 - September 2021

CGM CONSULTING

IT consulting, web design, software development company.

Freelance UX/UI Designer

UX Design mockups and prototypes for mobile devices and desktop.

UI Design for web and apps, experience in working with Design Systems as well as original designs.

Analysis of market competitors, KPI's and user research.

Brand image and restyle consultant.

Munich, Germany

August 2018 - September 2021

VIRTUELLES STUDIO

Service provider in the areas of design, CAS / Strak and visualization / VR

VR Designer / CAS Modeler

Design Consultant for BMW Motorbikes, my duty is to help find solutions for both designers and engineers to satisfy the technical restrictions and the creative side of the design process.

Managing projects schedules and deadlines and handling Freelancers when required on larger scope projects.

Development of VR projects for BMW production and concept models.

Development of BMW concept models for internal and external presentations.

Munich, Germany

August 2017 - July 2018

3D EXCITE - DASSAULT SYSTEME

Provider of software as well as consulting and creative services for industrial 3D visualization

3D Data Specialist

Creation of digital content for car configurators and campaign advertising with Dassault System's real time rendering software deltagen.

3D data management for all the current selling vehicle of the brand Opel.

Instructing the new teams and managing their work according to company standards and Requirements

Munich, Germany

January 2016 - July 2017

WEDOO

Digital agency focusing communication, advertising and web design

Senior CG Generalist

| Experience with Agile and Scrum acquired working on the development of online car configurators.

| Lead artist on a VR OpenGL car configurator project for the Alpha Romeo models Giulia and Stelvio

| Production of digital content for web and advertising and 3D design for Automotive, from asset optimisation to lighting and rendering until the final compositing.

CG Generalist

Torino, Italy

June 2010 - December 2015

EDUCATION

January 2020 - December 2020

UX/UI Design master course

UX and UI Design specialization course focusing on user-centered design and interactions with Adobe XD
Munich, Germany

September 2007 - June 2010

IED - European Institute of Design

UX and UI Design specialization course focusing on user-centered design and interactions with Adobe XD
Torino, Italy

OTHER EXPERIENCES

September 2016 - November 2016

PLURALSIGHT - Author

Course development on the theme of zbrush array mesh tool. Working remotely with regular feedback with the team on site my duty was to develop and produce a course that was consistent with the quality of the courses presented on the website.

Torino

January 2014 - March 2016

FREELANCER

Worked for different national and international clients on several projects: from Design concepts for an animation television series to design assets for the brand Thun. As a freelancer I have experience in dealing directly with clients, understanding their needs and managing tight deadlines and schedules.

Torino

LANGUAGES

Italian

English

German

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken Interaction	Spoken Production	
Mother tongue	-	-	-	-
C2	C2	C2	C2	C2
C1	B2	C1	C1	B2

TECHNICAL SKILLS

ADOBE XD

Experience with AdobeXD software for prototyping the user interface and user experience. Not only in terms of app, web and UX, but also for the design and implementation of UI for VR

FIGMA

Knowledge of the Figma software developed working as a Freelance UX and UI designer during the last years of my career. I can easily work with either Adobe XD or Figma depending on the needs of the company.

UNREAL

Experience with Unreal engine 3D real time software for automotive and transportation design and advertisement. Knowledge of assets optimisation and the blueprint system.

AUTODESK MAYA

Several years of professional experience with the software maya in the areas of modeling, rendering, shading and The main render engines used were Vray and Arnold for the largest Part of my career.

AUTODESK ALIAS

Several years of experience in the automotive industry brought me closer to the area of surface modeling and CAS modeling. Further developed with an advanced course in the Product Innovation Lounge.

DELTA GEN

Experience in managing large amounts of data in the automotive sector for the opel brand gained working at 3DExcite Dassault Systeme

INTERESTS

Very enthusiastic about sports, my favorite pastime is bouldering, but I also enjoy a relaxed hike in the mountains. I am also very fond of ethnic cuisine, Which brought me to learn how to cook.