Gabriele Maiocco

Senior UX/UI designer

München, DE
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Skills

UX research, usability testing, prototyping, information architecture, workshop facilitation, UI library creation and management.

Experience in B2B, Saas, data analytics, agile, scrum and kanban, people management.

Tools

UX/UI design
Figma; Axure; AdobeXD; Condens

Graphic & motion design
Photoshop; Illustrator; AE

3D design
Maya; Alias; AutoCAD

Languages

English C2

German B2/C1

Italian Native

Interests

Passionate about bouldering, snowboarding, but I enjoy a relaxed hike in the mountains as well. I am also very fond of traditional italian and ethnic cuisine, love to travel and try new recipes.

Experience

Senior UX/UI Designer | NavVis

Gen 2023 - Present | Munich, Germany

Conducting UX research through data analytics, competitor analysis, surveys and customer interviews; working with PM and stakeholders on clustering and refining insights, creating user stories, flow diagrams and testing mockups via usability testing. Supporting management with OKR definitions to drive business goals. Leading and mentoring junior designers.

Advanced UX/UI Designer | NavVis

Feb 2022 - Dec 2022 | Munich, Germany

UX/UI Designer | RE'FLEKT

Sep 2021 - Jan 2022 | Munich, Germany

Designer on Re'flekt ONE, modular Augmented Reality Work Platform; as well as Re'flekt REMOTE technical support solution. Worked on the development of new features that will integrate with Re'flekt ecosystem.

UX/UI Designer consultant | CGM Consulting

Sep 2020 - Aug 2021 | Remote

Freelance UX consultant on best usability practices, supporting different projects, with wireframing and prototyping. UI Designer for desktop and mobile.

CAS modeler | Virtuelles Studio

Aug 2018 - Aug 2021 | Munich, Germany

Design Consultant for BMW, AUDI and VW, finding design solutions between concept and engineering. Managing Freelancing resources on larger scope projects. Supporting design teams across Germany on different projects and training colleagues in the use of the Autodesk Maya.

Senior 3D artist | 3DExcite

Aug 2017 - Jul 2018 | Munich, Germany

Creation of digital content for car configurator 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. Onboarding and coaching of new joiners.

Senior CG generalist | Wedoo

Jan 2016 - Jul 2017 | Turin, Italy

Main 3D artist on a VR openGL car configurator Alpha Romeo Giulia. Production of digital content for car configurators, websites, video advertising and motion graphics. UI design for car configurators

CG generalist

Jun 2010 - Dec 2015 | Turin, Italy

Education

Bachelor's Degree in Digital Design | IED Torino

Sep 2007 - Jun 2010

Bachelor's degree - Digital Design Focus on graphic design, web design, motion graphics, digital media, communication and 3D Design.