



Gabriele Maiocco

Senior UX/UI designer

München, DE

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Skills

Leadership and coaching, UX research, UX/UI design, usability testing, prototyping, information architecture, workshop facilitation, Design system creation and management.

Experience in B2B, Saas, data analytics, agile, scrum, kanban.

Tools

UX/UI design

Figma; Axure; AdobeXD;
Condens; Miro

Graphic & motion design

Photoshop; Illustrator; AE.

3D design

Maya; Alias; AutoCAD.

Languages

German C1

English C2

Italian Mother tongue

Interests

Bouldering, snowboarding, hiking and photography. I also love cooking.

Experience

- **Senior UX/UI Designer | NavVis**

Dec 2023 - Present | Munich, Germany

Managed the design of NavVis IVION Publishing feature with Figma, restructuring the entire workflow, reducing rescanning process time for digital twins by 75%.

Leading and mentoring designers on a NavVis design system creation, user centric practices and design thinking processes.

- **Advanced UX/UI Designer | NavVis**

Feb 2022 - Nov 2023 | Munich, Germany

Designer on IVION Software features with Figma, set up Data analytics dashboard with GTM and Mixpanel to track software reach, engagement, retention and Business specific KPIs.

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. Optimised company design processes and prototypes using Figma.

UX/UI Designer | CGM Consulting

Sep 2020 - Aug 2021 | Remote

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

CAS modeler | Virtuelles Studio

Aug 2018 - Aug 2021 | Munich, Germany

Designer for BMW, AUDI and VW, using Autodesk ALIAS to bring concept designs to production. Managing up to 5 freelancers on larger scope projects. Supporting design teams across Germany 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 ads with Dassault System's real time rendering software Deltagen. 3D data management of the production line of the brand Opel.

Onboarding and coaching of new joiners.

- **Senior CG generalist | Wedoo**

Jan 2016 - Jul 2017 | Turin, Italy

Lead 3D artist on a VR car configurator for Alpha Romeo Giulia using Maya. Production of digital content, video advertising, motion graphics and UI using Adobe Creative Suite.

- **CG generalist**

Jun 2010 - Dec 2015 | Turin, Italy

Education

BA in Digital Design | IED Torino

Sep 2007 - Jun 2010

Focus on graphic design, UI/UX Design, web design, motion graphics, digital media, communication and 3D Design.