ME Manzoni Elisa

Elisa Manzoni UX Designer

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ARTSHELL UX Designer

July 2023 - Present

- Redesigned and implemented the entire design system for Artshell software, collaborating closely with the development team.
- Increased usage of the "Export" functionality by 30% by redesigning its user experience.
- Led 3 focus groups and was responsible for the design of Istantanea, a new app for creating condition reports.

VALENTINO Junior UX - UI specialist

February 2023 - June 2023

- Created a Figma library for the design system of Valentino's e-commerce website.
- Collaborated with the CRO team to analyse UX metrics for the e-commerce platform using Contentsquare.

AMAZON - PXF team Edinburgh UX design Intern

June 2022 - December 2022

- Redesigned and implemented an Amazon Learning tool in collaboration with PMs, the dev team, and accessibility consultants.
- Conducted 2 usability tests with 18 users alongside UX researchers, improving the usability score by 7.5 points on the SUS Scale.
- Successfully passed the internship evaluation, meeting the required standards for a full-time role.

DENANI UX-UI designer & front-end developer

November 2020 - May 2022

- Developed 2 applications as a front-end developer.
- Designed brand identities for various clients.
- Promoted to full-time employee after completing the internship.

Education

Politecnico of Milan
MSc in Digital and Interaction Design - Graduated with 110/110
BA in Communication Design - Graduated with 109/110

Awards

Reply Creative Challenge Winner project 2021
UX Design Award 2022 Nominated project 2022

Skills

Design skills: User research, Usability testing, Product Design, Wireframe and Information Architecture, Prototyping, Design system, Web Design, Front-end development

Softwares: Figma, Illustrator, Photoshop, After Effect, Indesign, Webflow, Wordpress, Protopie, Arduino, Maze, UserTesting, Contentsquare, HTML, CSS, JavaScript