



Carolina Niglio

Product Designer

Currently working at [Wethod](#)

Skills

- User Interface Design
- User Experience Design
- Prototyping
- User Research
- Human Centered Design
- User Testing
- Visual Design
- Animation
- Design Systems

Work experience

Nov 2020 - Today

Product Designer

Wethod - Remote (Roncade)

Designing and building a software for managing the team project portfolio, in the smartest way possible. I'm responsible for the whole product in terms of design system, new feature releases, advertisement and social presence. We continually push beyond conventional boundaries to create experiences that not only meet client expectations but also make a lasting and positive impact on project management.

Nov 2020 - Feb 2024

UX/UI Designer

UniCredit Services - Naples

I was part of the internal User Experience Team, responsible of crafting digital banking products, both for clients and internal platforms by following the ideation, prototyping and testing. Moreover, I had the responsibility to translate our Design System (BRICKS) from Sketch to Figma and keep it updated based on the use and feedbacks from both internal and external designers.

March 2020 - Today

Freelancing

Both through online platforms (such as Fiver Pro) and autonomously, I've had the opportunity to design several projects that helped private and companies to realize their idea for the interface of mobile apps and websites. I followed the process starting from lo-fi prototypes and wireframes to the pixel-perfect design, but also with some redesigns.

Sept 2019 - Jun 2020

UX/HMI Designer

Maserati (on behalf of RE:Lab) - Modena

I worked in the HMI Team, in particular on the Infotainment. I was responsible of defining a good experience for the users of the car radio and its connected services (phone, maps, updates and also mobile app linkage).

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Softwares

- Figma
- Sketch
- Adobe XD
- Principle
- Marvel
- InVision
- Notion
- Miro

Education

2023-Today

Start2Impact

Because I like to be ever-learning.

2022

Nielsen Norman Group Courses

- Effective Ideation Techniques for UX Design
- Design Systems and Pattern Libraries

2018-2019

Apple Developer Academy:

The ADA is based on the Challenge Based Learning (CBL) framework, exploring topic from coding, to design and business.

2015-2018

Digital Culture and Communication

108/110

Sociology, philosophy, communication principles,

2010-2015

Human Science High School

100/100

Certificates and Awards



WWDC2019 Scholarship winner

with the "Color Theory for Developers" Playground Book (find it in youtube)



Certificate of Proficiency in English

C2 Level on CEFR Scale



Visual Elements of User Interface Design

CalArts course and certification on Coursera



Eipass 7 Modules