GABRIELE DONATO

UX & Interaction Designer

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Portfolio: https://www.gabrieledonato.com/portfolio_login.html



EXPERIENCE

Senior Design Consultant **UX & Interaction Designer**

IBM iX

July 2020 - Ongoing

Rome, Italy

- · Human Centered Designer, UX Activity Owner, UX & Interaction Design Tutor, Design Thinking Facilitator.
- In projects I work as: Interaction Designer, User Experience Designer, User Interface Designer, Motion Graphic Designer, Graphic Designer, Front-end Developer (HTML, CSS, JS, JQuery).
- Design tutor to a new intern for 6 months.

Design Consultant | UX & Interaction Designer **IBM iX**

March 2018 - July 2020

• Rome, Italy

IBM Graduate Program || Cognitive/Digital/Cloud Process Trasformation - Consulting by Degrees.

March 2018 - April 2020 • Rome, Italy

• IBM Graduate Program Consulting. Working in the Digital platform. During the program I attended consulting strategy and dynamics classes (Hamburg, Prague, Madrid, Rome). I work actively as Design Consultant for many corporate clients from various industries. I have actively seek opportunities to skill up as a Digital Platform consultant for IBM.

MY LIFE AT A GLANCE



LANGUAGES

- Italian (Native) English (Professional knowledge)
- Spanish (Upper intermediate)

ABOUT ME

UX & Interaction Designer, with 5+ years of experience, passionate about human behaviour and game experience. Curiosity is my best quality. I am focused and detail oriented.

I am always excited about starting something new and I like going out of my comfort zone. I am hard worker and I learn fast. I am a people person: I love working with others as I love to learn from others.

EDUCATION

Bachelor's degree, Interaction Design IED - Institute of Design

Erasmus + Program in Copenaghen, Communication and Multimedia Design

September 2014 - July 2017

High School Diploma (Scientific - European) **Teuliè Military School**

September 2011 - June 2014

Please see my certifications visiting my Linkedin profile

SKILLS

Design Skills

- · User Centered Design
- UX / UI Design UX Process
- · Game Design
- XR Design

Technical Skills

- Adobe Palette XD, Illustrator, After Effects, Photoshop, ...
- Figma
- Sketch
- Invision
- Axure
- HTML / CSS / JS / JQuery
- · Basic knowledge of Unreal Engine and Unity

INTERESTS









