



Hello, I'm

Francesco Lorenti

UX Designer

My background and my experience as a web developer made me realize that the success of a technology isn't code related: developing solutions that put the user at the center has become my priority. For this reason I got involved in UX Design.

Tech-lover since I've received my first gameboy, I love to keep informed on every innovation that might develop from it.

Confrontation and collaboration with others to me are fundamental to grow and develop new ideas.

CONTACT DETAILS

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SKILLS

User Research

1:1 Interviews, Surveys, Usability Testing, Guerrilla Research

UX Process

Information Architecture, User Flows, Wireframing, Rapid Prototyping, Mid-fi/Hi-Fi UI

Tools

Axure, Sketch, Invision, Flinto, FramerX, Invision Studio

Development

HTML, CSS, Javascript, Java

Soft

Critical observation, Adaptability, Empathy, Emotional intelligence

WORK EXPERIENCE

UX Designer (Feb 2019 - Present)

Atoms - Milan, Italy

- Wireframing (Low and High fidelity) using Sketch
- Prototyping using Invision or Flinto
- Design system creation and maintenance
- Lean User testing

Front end developer (Oct 2017 - Jan 2018)

Techedge - Milan, Italy

- Development using mostly Javascript
- Worked side by side with the client (Riskturn).

ACCADEMIC EXPERIENCE

UX Design Master (Sep 2018 - Dec 2018)

Talent Garden Innovation School - Milan, Italy

BSc in Computer Science (Sep 2014 - Mar 2018)

Politecnico di Milano - Milan, Italy

LANGUAGES

Italian

Native Language

English (C1)

IELTS 8.0 out of 9.0

PERSONAL INTERESTS



Gaming



Travel



Technology



Virtual Reality