# Gabriele De Santis JUNIOR UX/UI Designer

**Work permit**: Italian | **Nationality**: Italian

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**Portfolio:** https://gabrieledesantis.com

## Who am I?

Hello!

My name is Gabriele, I'm an Art Director and UX/UI Designer.
I'm passionate about everything related to artistic expression in the visual medium. Videogames, Comics, Movies, Traditional and Modern Art, just to name a few.

I turned my passion into my job since my graduation from High School in 2017, and have been trying to improve and find new inspirations since then. After working as a freelancer for five years, I decided to take a step back and restart my educational journey. Since 2022, I have been attending the Academy of Fine Arts, and I am currently in my final year of the bachelor's program.
Alongside my studies, I have continued to work on various projects to gain experience and skills in the field.

## Skills & Soft Skills

Research | Prototyping | Wireframing | Design | Collaboration | Testing | Visual Design | Analysis | Presentation | Branding | Motion Design | Work under pressure and strict deadlines | Teamwork | Coordinate Advertising Campaigns

## Software Skills

- Proficient with Adobe Suite
- Proficient with Figma Suite
- Extensive knowledge of Cinema4D
- Extensive knowledge of Stable Diffusion and other Generative AI tools such as Midjourney, Suno and ChatGPT
- Proficient with presentation tools such as Keynote, Canva, Figma Slides, Powerpoint
- Proficient with Microsoft Office Suite

## WORK EXPERIENCE - CURRENT

**WYL srl** - ROME, ITALY
### **UX/UI DESIGNER** - FEB 2026 - OCT 2026

- Contributed to the full UX/UI design process, from initial research to high-fidelity interface design and developer handoff.
- Conducted UX research, competitor benchmarking, and heuristic evaluations to identify user needs, usability issues, and design opportunities.
- Developed personas, user journeys, information architecture, and user flows to guide content organisation and navigation.
- Created wireframes and interactive prototypes in Figma to explore layouts and refine interaction patterns.
- Designed responsive interfaces for desktop and mobile, defining typography, colour palettes, visual hierarchy, and interaction states.
- Built reusable UI components and design guidelines to ensure consistency across pages and experiences.
- Refined designs based on stakeholder feedback and collaborated with developers, providing specifications and assets to support implementation.

## WORK EXPERIENCE - PREVIOUS

**THANATOS** - ROME, ITALY
### **UX/UI DESIGNER** - SEP 2025 - FEB 2026

Hired following the victory of the competitive call for the Tridente Moda District project.
Worked on the transformation of the academic concept into a real digital product, adapting the design to business and budget constraints.

Main responsibilities:

- redesign of user experience based on client requirements
- adaptation of the initial concept to a realistic budget and technical constraints
- collaboration with a multidisciplinary team (designers, developers, project managers)
- production of professional deliverables (UI kit, interactive prototypes, design specifications)

**FREELANCE** - ROME, ITALY
### **GRAPHIC DESIGNER** - 2022 - CURRENT

- Designed brand identity for various companies
- Curated Art Direction for Advertising and social campaigns
- UX/UI Prototyping for websites and apps
- Motion Design for TV and Social

**TALENTO S.R.L.** - ROME, ITALY
### **ART DIRECTOR & PROJECT MANAGER** - SEP 2019 - OCT 2021

Key Responsibilities:

- Led cross-functional collaboration with the Marketing team to gather strategic insights for brand development.
- Directed the design of multiple brand identities and visual systems.
- Oversaw the creation and delivery of brand identity presentations for stakeholders.
- Supervised and coordinated advertising and social media campaigns.
- Led UX research and strategy, aligning solutions with client and business needs.
- Managed client relationships, workshops and requirement definition.
- Coordinated Copywriting and Production teams for multimedia content.
- Supervised website usability, functionality and responsiveness.
- Managed project timelines, priorities and remote teams to ensure on-time delivery.

## EDUCATION AND TRAINING

**ACCADEMIA DELLE ARTI E NUOVE TECNOLOGIE** - ROME, ITALY
**BACHELOR DEGREE IN FINE ARTS** - SEP 2022 - CURRENT

**L.S.S. BRUNO TOUSCHEK** - ROME, ITALY
**HIGH SCHOOL DIPLOMA** - 2012 - 2017

## LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**
Other language(s):

| | UNDERSTANDING | | SPEAKING | | WRITING |
|---|---|---|---|---|---|
| | Listening | Reading | Spoken production | Spoken Interaction | |
| **ENGLISH** | C2 | C2 | C1 | C1 | C1 |

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user