



Pietro Righini

UX/UI Designer & Developer

Contacts

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Udine, Italy

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Industry Knowledge

User Interface

User Experience

Software development

Software Testing

Interaction Design

Wireframing

Tools & Technologies

Figma, Unity, Visual

Studio, VSCode,

Photoshop, Illustrator,

InDesign, DaVinci Resolve,

Slack, Git

Programming languages

C#, HTML, CSS,

JavaScript, React, Vue,

Tailwind, Bootstrap

Languages

Italian (native)

English (conversational)

EXPERIENCE

November 2022 - Present

Over the reality

UX/UI Designer & Unity Developer

Full-time Unity Developer and UI/UX designer. Interface design and related implementation, animation, and scripting.

October 2022 - December 2022

Studio Lutalica

UX Designer

Few projects as UX designer, wireframe prototyping of notaphase.org and weirdo.work

December 2021 - July 2022

Ubiz3D

UX/UI Designer & Unity Developer

Various projects, from UX design to the development in Unity of software such as virtual tours, furniture configurators, a serious game and more.

EDUCATION

Oct 2020 - Jul 2022

Fondazione Istituto Tecnico Superiore Kennedy

UX Design - Front End Development

In-depth study of designing user paths and flows design methods within a digital product and web and front end programming (html, CSS, JS, React).

2010 - 2015

Liceo Artistico Giovanni Sello

Graphic Design

Graphic design, printing techniques and branding