

ENRICO BURATTO

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I'm a multidisciplinary **experience designer**, with an eye on creating usable and intuitive interfaces.

I have experience working in **Agile** with teams to brainstorm and **prototype** ideas.

I can take a product from a **wireframe** concept to the final design and by having some front-end coding knowledge, I enjoy working with developers and engineers to define and deliver the best **product experiences** for the user.

SKILLS

- Design Research
- User Interface
- Visual Design
- Design Sprints
- Wireframing
- Rapid Prototyping
- User Testing
- Interaction Design
- System Design
- Video Editing
- Service Design
- HTML/CSS
- Marketing
- Photography

SENIOR DIGITAL PRODUCT DESIGNER

April 2021 - Present

Plentific - Remote

Plentific is the leading property management SaaS software company with a dedicated marketplace for tradesmen.

Key responsibilities:

- Updating and maintaining the current design system.
- Collaborating with product managers to improve and implement new features for the Plentific SaaS platform.
- Designing the experience and interface of the Field Management native app for both iOS and Android platform.
- User testing.

UI/UX DESIGNER

Jul 2018 - April 2021

American Express Global Business Travel - Remote

AMEX GBT is a multinational travel and meetings programme management company that acquired HRG in July 2018, since then I have joined their Digital Traveler Experience team.

Key responsibilities:

- Collaborating with cross disciplinary teams in the design and development of new digital products.
- Prototype new interface and interaction ideas, using After Effects and Marvel, based on the user research feedback.
- Agile work, remotely with team members across different time zones and collaborating with other designers from 3rd party design agency.
- Following the rebrand process across the companies products and emails, including a Design System Library, and making sure that a consistent design language is applied.
- User testing

UI DESIGNER

Dec 2016 - Jul 2018

Hogg Robinson Group (HRG) - London (UK)

HRG was a corporate travel management company.

In this role, I was responsible for the user interface and the user interactions of the HRG Travel App for both iOS and Android platforms.

Part of a team including developers, product tester, product designer and Head of UX, following the Scrum and Kanban Agile methodology.

Key responsibilities:

- Collaborating with product management and engineering to define and implement innovative solutions for the HRG travel app visuals and experience, conceptualising original ideas that bring simplicity and user friendliness to complex design.

MOST USED SOFTWARE

- Sketch
- Photoshop
- After Effects
- Illustrator
- Premiere
- InDesign
- InVision
- Miro
- Zeplin
- Whimsical
- Axure

If you use a different tool that works well in your established workflow, I would be happy to learn it.

EDUCATION AND TRAINING

Flash and Website Creation Short Course

January 2009 - April 2009

*University of the Arts
London, Central
Saint Martins*

Web Design Postgraduate Course

September 2002 - July 2005

*IDP - Istituto
Design Palladio
Verona, Italy*

School of Art

September 1998 - July 2002

*Liceo Artistico
"Nani-Boccioni",
Verona, Italy*

SENIOR DESIGNER

Apr 2013 – Dec 2016

The Royal Society of Medicine - London (UK)

The Royal Society of Medicine is one of the major providers of accredited postgraduate medical education in the United Kingdom. Each year, the RSM organises over 400 academic and public events.

Being a key part of the marketing team, I was required to be creative within the brand guidelines. I also managed the workload and the development of another designer.

Key responsibilities:

- To design inspiring, strategic, and innovative ideas for the internal and public marketing communication assets.
- Responsive email design for high-profile meetings and public events.
- Responsibility for the visuals of the website and social media campaigns.

DESIGNER

Nov 2012 – Apr 2013

The World Weekly - London (UK)

As my first experience in a start-up environment, I worked closely with the Art Director to design the content for 'The World Weekly' news magazine. I was responsible for concept development and the design of multiple infographics, each representing the data provided by journalists. I also supported the creation of the WordPress website.

UI DESIGNER

Sep 2012 – Nov 2012

UCK College - London (UK)

I worked closely with the IT manager on the college website navigation UI and on content updates. I also updated most of the college's marketing collaterals.

FREELANCE DESIGNER

Sep 2008 – Sep 2012

While having a full time job in hospitality, I worked across different freelance projects for companies like ViQua Malaysia, The London Centre for Children with Cerebral Palsy and the National Cancer Research Institute.

JUNIOR WEB DESIGNER

Nov 2004 – Sep 2007

Elettri Media Publishing - San Bonifacio (VR), Italy

I designed and coded websites in HTML/CSS and Flash. I Worked with a wide range of software to create and design advertising collateral. I retouched product pictures taken at the in-house studio.