

RESUME

COSIMO SCARPA

Personal Contact

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 /coswise

Education

Degree: *University of Perugia*
Biology - Neuroscience Patchway
2011 - 2015

Self-Education

Interaction Design Foundation

- User Experience
- Quality web communication.
- Information Visualization.
- Human-Computer Interaction.
- Gestalt Psychology and Web Design

TeamTreeHouse

teamtreeshouse.com/cosimowise

Web design path with concept about *design introduction, design foundation, problem solving strategies, User Experience theory and tools, brand identity*. Also concept and studies about *HTML, CSS, JavaScript, JQuery, JSON, AJAX and Sass*.

Udacity

Product Design Course.
Develop, validate and refine your ideas, follow steps required to validate the idea and build a mock-up, use specific tools to identify interaction, satisfaction and engagement.

School of Motion

The main goal was to develop the ability to control any part of the animation and develop a critical eye.
I focused on how to manage timing, spacing, work with the speed and value graph, animation principles and drive the viewer's eye through the animation.

LinkedIn E-Learning

- Persuasive UX: Influencing Behavior Pattern
- Storytelling for Designers

Skills

Creativity	Organisational
Determined	Problem solving
Open minded	Patient
Focus to details	Good Listener

Languages

Italian - English

Personal summary

A versatile UI/IxD designer with a strong skillset across digital design derived from 4 years experience.

I have a strong background in online gaming working for several brands, as well as different client as freelancer.

Self-education maintains my broad knowledge of the most suitable tools, technologies and processes to stay in touch with design trends and industry benchmarks. (I'm a fast learning and always looking for challenges.

Good knowledge of the front-end and the experience in advertising helps me to have a strong communication with the team.

Key skills and competence

Good problem solving skills along with the ability to maintain calm under pressure.

Collect and assimilate audience data.

Strong Knowledge and experience with Photoshop, Illustrator, After Effects, Adobe XD, Sktech and Invision.

Utilise research, psychology, and UX best practice to take a consumer-centric approach to helping organisations make digital strategy and UX decisions.

Able to create video animation and web animation.

Able to write from scratch in HTML/CSS and basic knowledge and experience with JavaScript, JQuery, Bootstrap, Wordpress.

Work Experiences

(Mar 2018 - Dec 2018) - **REDUDANCY**

GIMO Web Designer, Motion Designer
UX/UI Designer

(May 2017 - Mar 2018)

Three UK Customer Advisor

(Mar 2015 - Mar 2018)

Freelance UX Designer
Web Designer and Developer
Graphic Illustrator

(Jan 2017 - Mar 2018)

Wallab Web and Graphic Design /
Front-End Design