Pietro Righini

UX/UI Designer & Developer

righinipietro@gmail.com
+39 3492274662
Udine, Italy

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

Other Skills
C#, HTML, CSS,
JavaScript, React, Vue,
Tailwind, Bootstrap

Languages
Italian (native)
English (conversational)

Social
pietrorighini.com
linkedin.com/in/pietro-righini

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