

MINO PARISI

user experience designer

Mino Parisi
born in Rome (Italy), 7 March 1987

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www.linkedin.com/in/minopari

SKILLS & TOOLS

USER RESEARCH



- survey
- interview
- ethnography
- personas
- journey map

USABILITY



- usability testing
- report
- heuristic evaluation
- cognitive walkthrough

INFORMATION ARCHITECTURE



- benchmark
- content catalog
- card sorting
- diagram structure

INTERACTION DESIGN



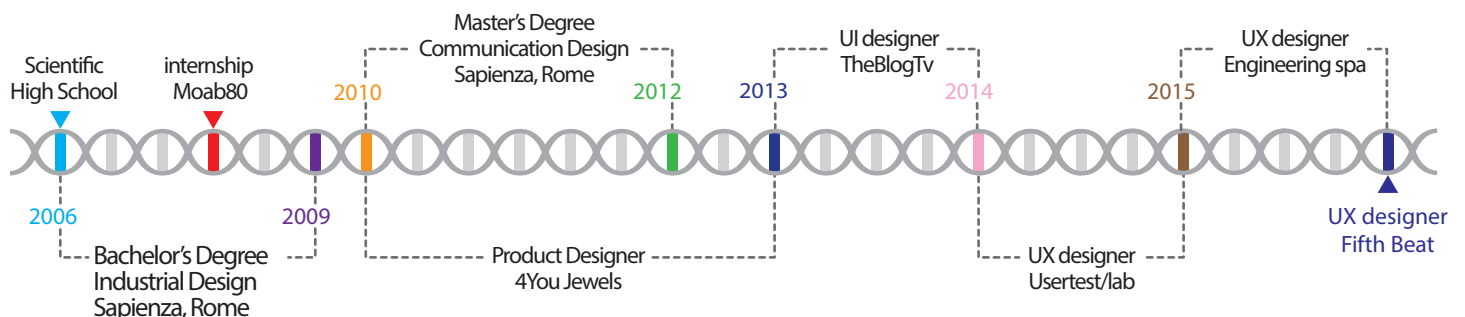
- use case & flow chart
- prototype low/hi quality
- co-design
- storyboard & ux mapping

PROTOTYPING



- pencil & paper
- axure rp
- Illustrator
- rhino3D
- arduino & processing

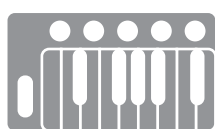
EDUCATION & EXPERIENCE



ADDITIONAL INFORMATION



cyberpunk
geek culture



electronic music
noise rock



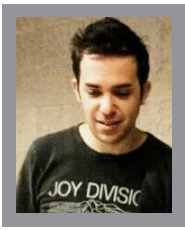
glitch art
circuit bending



photography



do it yourself
open source



Mino Parisi
user experience designer @ Fifth Beat

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WORK EXPERIENCES

UX designer, Engineering spa, Rome (IT)
user research, information architecture, interaction design, usability
client: Inail
March 2015 - January 2016

UX designer, Usertest/lab, Rome (IT)
interaction design, information architecture, usability
clients: Credem, Almagora (Ferrovie dello Stato), UXUniversity
January 2013 - December 2014

UI designer, TheBlogTv spa, Rome (IT)
user interface design, interaction design, data visualization
clients: MSC International, Telecom Italia, Poste Italiane, Wind, Tupperware, PetPassion.tv, Purina (Friskies, Felix)
July 2013 - December 2013

product designer, 4You Jewels, Rome (IT)
industrial design, visual communication, product strategy
March 2010 - July 2013

EDUCATION

Master's Degree in Communication Design
Sapienza - University of Rome, grade:110/110 cum laude

Bachelor's Degree in Industrial Design
Sapienza - University of Rome, grade: 102/110

High School Diploma (Scientific Studies)
Liceo Scientifico "L. Spallanzani", Tivoli, grade: 76/100

SKILLS

Software: Photoshop, Illustrator, Indesign, XPress, Axure RP, Morae, Rhino3D, AutoCAD

Other: Html/Css, Processing, Arduino

LANGUAGES

Italian (mother tongue)
English (B2)

WORKSHOP & JAM

Agile Processes for Innovation Collaborative, 2012
Global Service Design Jam Rome 2013
Global Game Jam Rome 2013, 2014
Lego Serious Play, Italian IA Summit 2014
UX Design with Personas, M. C. Lavazza, UXUniversity 2014
IA Essential, Andrew Hinton & Dan Klyn, Italian IA Summit 2015

AWARD & PUBLICATION

Merit Award, International LotusPrize Awards 2012
Cool Infographics, Randy Krum, Wiley, 2013 (pag. 205 - 208)

ADDITIONAL INFORMATION

Organizer & speaker: PopUp Makers Roma, V++, Co-Design Jam Rome 2015, Maker Faire Rome 2015
I like: video games, cyberpunk, comic books, noise rock, electronic music, circuit bending, DIY and photography.
Member of: UXBookClub Roma, Italian IA Association
European driving licence: B