gm

Gian Marco Macchione
Product Designer

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Product Designer skilled in optimizing work processes to enhance user experiences and deliver products that are easy to use and enjoyable.

Experienced in negotiating and communicating with different kinds of clients, employers, and customers.

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Experience

Product Designer @ Preqin
2022 - Present

- Taking ideas and briefs and confidently turn them into new features and components
- Working closely with Product Managers and developers throughout the development process including presentations, daily scrum meetings, review meeting, project briefings, etc
- Presenting prototypes to stakeholders giving an overview of the user journey and gathering feedback
- Analysing data to identify improvements and new features
- Understanding the business goals, customer needs and competitor products to ensure the development of a best-in-class experience
- Working closely with the Design System team to develop and expand the patterns and components library
- Participating in design reviews and share the work regularly with the other Design teams
- Sharing best practice and improvements to Preqin's processes

Experience Designer @ Inviqa
2021 - 2022

- Building successful relationships with clients and teams
- Taking ownership and delivering stunning experiences across a variety of platforms
- Building interactive prototypes that bring designs to life and support user research
- Advocating for and creating design systems
- Planning and facilitating user research and workshops
- Contributing to internal best practices and skill sharing

Product Designer Freelance
2021

Conducting user research, competitive analysis, designing wireframes, prototypes and aesthetics to be implemented within websites, leading to increased conversion rates.

UX Case Study @ CareerFoundry
2020-2021

Dedicated 400+ hours to Career Foundry's boot camp course in User Experience Design to transition into careers that align with my passion for user research and design.
This resulted in a portfolio that showcases all parts of UX methodology.

Inventory Manager @ Ollie Quinn LND
2016 - 2020

Senior position on a corporate team focused on the management of London-based inventory team and UK/ CA / US stock database globally.
My duties consisted in:

1. Ownership and management of a database of hundreds of SKUs.
2. The sole responsibility for controlling the movement of all stock, including product inspections.
3. Software updates for all stock movements.
4. Manage vendor relationships, serving as the main company point of contact.

Skills

User Research
User Flows
Wireframing
Prototyping
Typography
Style Guides

Figma
Sketch
Adobe XD
Photoshop
HTML
Microsoft Office

Education

CareerFoundry,
UX Designer Certificate, 2021

The Open University,
Degree in English and Spanish linguistics and languages, 2017