

Raimondo Luna

Product Designer | UI/UX Designer | 3D Generalist

[linkedin.com/in/luna-raimondo](https://www.linkedin.com/in/luna-raimondo)
luna.raimondo@gmail.com | +39 320 601 85 65
portfolio: lunaraimondo.com

LINKS

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LANGUAGES

Italian
English
Spanish
German

SKILLS

- Design Thinking
- Data-driven design
- User-centered design
- Scrum and Agile methodologies
- Adobe Creative Suite • Figma
- AutoCAD • Rhinoceros 3D
- Cinema4D • Keyshot
- Blender • Gimp

EXPERIENCE

POMETRY | UI/UX DESIGNER

Jan. 2022 - Present | London

- I performed user experience research and design for the UI of the company's main product, Raphtry, an Open Source Graph Processing System;
- I conducted user interviews and applied card sorting to catch the requirements, user personas, and needs of the business domain.
- I designed high- and low-fidelity prototypes and interactively tested them with the users through tree testing to validate the workflows and the human-interface interactions in the dimensions of the information architecture, locality, and time;
- I provided deliverables spanning from wireframes to interactive prototypes, journey maps, and mockups;
- The solutions I proposed allowed the company to implement the UI for an innovative and complex software being migrated from an academic PoC to a product for a specific niche of users in the field of academic research;
- **Technologies: Adobe Suite, Figma.**

CLOUDSME | UI/UX DESIGNER & MOTION DESIGNER

Jun. 2021 - Sep. 2021 | Remote

- I worked at EmGora, a Platform as a Service built by CloudSME for industry 4.0. I conducted UX research and design.
- I worked on the enablement of new services being offered by the platform to integrate the already available workflows with the new requirements;
- I performed A/B production testing to validate the decision to change some of the previous flows with new ones, more appropriate to onboard the new services;
- The impact of my work brought a 40% reduction in the time on task to complete the submissions of jobs in the 3D as a service solution focused on users like industrial designers requiring high-quality renderings from their Blender projects;
- I was also responsible for the communication with the stakeholders, both internal and external to the company, to groom the requirements and collect feedback in an Agile-paced setting;
- Finally, I worked on the implementation of promotional videos for EmGora. I designed the storyboard and the graphics, worked on the tasks breakdown and the workflow for the final animation implementation;
- **Technologies: Adobe Suite, InVision, Figma, Trello.**

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OBI NEXT | 3D RENDERIST & UI/UX DESIGNER

Jan. 2018 – Mar. 2021 | Cologne - Germany

- I worked in the Garden Planner team. My initial responsibilities were to produce 3D renders in the field of residential landscape planning and design;
- Then, I moved to the UI/UX team. I acted as the point of contact between the developers of the website and the company by providing UI/UX suggestions and quality assurance feedback by manual testing the OBI's garden planner;
- I was also responsible for the coordination of the third-party contractor services and for implementing animations to explain to customers how to install OBI's products;
- **Technologies: Cinema 4D, V-Ray, Adobe Suite, InVision, Figma, Trello, Jira;**

EDUCATION

UNIVERSITY OF BOLOGNA

MASTER'S DEGREE IN INDUSTRIAL AND PRODUCT DESIGN

Feb. 2019 - May 2021 | Bologna - Italy

THESIS: STATE OF THE ART OF 4D PRINTING; A BRAILLE WRITING TOOLSET BASED ON ADDITIVE MANUFACTURING

UNIVERSITY OF PALERMO

BACHELOR'S DEGREE IN INDUSTRIAL DESIGN

Sep. 2009 - Feb. 2014 | Palermo - Italy

THESIS: AN AUTOMATED POT SET FOR INDOOR CULTIVATION OF SMALL PLANTS

PUBLICATIONS

A NEW CAR CONCEPT DEVELOPED WITH STYLISTIC DESIGN ENGINEERING

G. DONNICI, L. FRIZZIERO, LUNA RAIMONDO ET AL.
Inventions MDPI | 2020

CERTIFICATIONS

- 2016 Master in 3D design with Cinema4D and V-Ray engine | LucyDreams (IT)
- 2019 Master in graphic design and marketing | Akademie der Kulturelen (DE)