

Chiara Chirolì

UI/UX Designer

Summary:

UX/UI Designer with a strong foundation in psychology, communication, and visual design. I craft intuitive digital experiences for apps, web, and games through empathy-driven research and critical thinking. Skilled in user research, information architecture, prototyping, and iterative testing, I collaborate effectively across multidisciplinary teams to deliver user-centered solutions.

Work Experience

November 2025 - Current

UI/UX Designer – Mentora Agency

- Took over an ongoing project, quickly aligning with the existing style guide to ensure UX/UI consistency.
- Managed direct client communication, translating feedback into structured design improvements.
- Redesigned and refined interface elements to enhance usability, clarity, and overall user experience.
- Collaborated on WordPress (Elementor) implementation, ensuring accurate design-to-development execution.
- Delivered design solutions that improved workflow efficiency and user comprehension across the website.

May 2025 – December 2025

UI/UX Designer – Galdrakona, Game Jam

- Led end-to-end UX/UI design in collaboration with the UI Programmer, managing tight deadlines and asynchronous workflow.
- Designed the complete in-game UI system, ensuring clarity across complex mechanics and visual consistency.
- Structured and presented a UX/UI brief to align team direction and streamline production.
- Contributed to the game ranking 6th out of 88 projects and 1st in Presentation, reflecting strong UX/UI impact.

April 2025 - October 2025

UI/UX Designer – Pokémon Go Raid Italia

- Quickly assimilated project requirements and mastered the design system, delivering 3+ interface components within the first week.
- Organized tasks within an 8-designer team, ensuring smooth asynchronous workflow and project progression.
- Designed wireframes and high-fidelity mobile prototypes, completing deliverables one month ahead of schedule for early UX testing.
- Simplified complex design elements to improve clarity, streamline development, and reduce friction with engineers.
- Collaborated with front-end and back-end teams, providing developer-ready assets and receiving positive feedback on usability and implementation.

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Education:

Bachelor's Degree

Communication Sciences 2024

UX Design Bootcamp

Career Foundry, Berlin, 2025

Projects

Nov 2025 - Feb 2026

Creo Progetti: Website Design & Development

May 2025 – Dec 2025

Galdrakona: Game UI & UX Designer

Apr 2025 - Oct 2025

Pokémon Go Raid Italia: UX Designer

Jan 2025 - March 2025

Game Store Redesign: UI Designer

May 2024 - Jan 2025

VELA: UI/UX Designer for mobile application

Skills & Tools:

UX & Interaction Design: Quantitative & Qualitative research, User Journey Mapping, Prototyping, Wireframing & Responsive Design, User Testing & A/B Testing

Visual & UI Design: Style guide, Color theory, Typography, UI Design Principles, Visual Design & Layout

Tools & Platforms: Figma, Adobe Photoshop, Illustrator, InDesign, Sketch, Procreate, Canva, Generative AI (Lovable, Figma Make), Jira & Confluence, HTML, CSS, WordPress (Elementor).

Languages

- Italian – Native
- English – B2
- Spanish – A1