

# Amerigo William De Pisapia

UI / UX Designer

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Portfolio: [murostudio.netlify.app/uiux](https://murostudio.netlify.app/uiux) · LinkedIn: [linkedin.com/in/amerigowdp](https://linkedin.com/in/amerigowdp)

## PROFILE

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UI/UX designer with a Communications Design degree from Politecnico di Milano and 2+ years shipping interfaces across mobile, console, and tabletop. Problem-first and evidence-based: I run user research, audit existing experiences, and reframe stakeholder complaints into testable problem statements. I work the full design-thinking loop — Empathize, Define, Ideate, Prototype, Test, Iterate — and implement my own designs in Unity UGUI when the team is small, which keeps me honest about production cost.

## SKILLS

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**Design & Prototyping:** Figma, Miro, Adobe Photoshop, Illustrator, InDesign

**UX Methods:** Design Thinking, User Research (moderated & unmoderated), Usability Testing, Information Architecture, Wireframing, Iconography, Visual Hierarchy, Accessibility & Affordance

**Implementation:** Unity UGUI, Unreal UMG, C#, UE Blueprints, HTML/CSS, DOTween

**Other:** Blender, Maya, MS Office, Google Workspace, Discord, Slack, Teams

**Languages:** Italian (native), English (fluent)

## EXPERIENCE

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**UI/UX Designer & QA** — PowerUP Team

Sep 2023 – Present

**Idle Crops Tycoon — Mobile UI Overhaul** · Hypercasual mobile, 3 months, UI/Interaction Designer + UI Engineer

Led an end-to-end interaction-design pass after stakeholder feedback that the UI "felt like a prototype"; reframed the complaint into four testable problems (tactile feedback, modal consistency, hierarchy, navigation) with explicit success criteria.

Ran a structured competitor audit across three reference apps and a 20-minute first-time-user walkthrough; insights drove the design brief.

Designed a single modal framework adopted across achievement, prestige, and rewarded-ad surfaces — replacing four inconsistent pop-up patterns.

Built a reusable button-feedback system (scale-down on press, scale-up release with overshoot) applied via prefab inheritance to every interactive element. Implemented in Unity UGUI with DOTween.

Shipped swipe-based tab navigation and a celebratory micro-interaction layer for achievement claims. Two rounds of usability testing iterated the swipe threshold and modal dismiss timing.

**Quest&GO — AR Tourism App** · Mobile AR, 3 months, UI Designer + Implementation

Designed and implemented mobile UI in Unity UI Toolkit for an AR tourism app aimed at increasing engagement with the city of Bologna; integrated with Unity XR AR systems.

Added VFX and motion polish to clarify state changes during AR interactions; integrated Unity Ads for monetization.

## OTHER EXPERIENCE

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**Preschool STEM Teacher** — Independent

Feb 2025 – Jun 2025

Designed hands-on STEM activities introducing computational thinking to preschoolers using Bee-Bot, mTiny, and Scottie Go!; adapted task complexity to attention spans and learning needs.

Built challenge stations (mazes, story-routes, teamwork missions) — a practical exercise in scaffolding complexity for non-literate users.

**Warehouse Operative** — Amazon

Nov 2024 – Feb 2025

Picked, packed, and stowed orders using handheld scanners; followed standard operating procedures and quality checks in a high-volume environment.

## EDUCATION

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**Bachelor's Degree, Communications Design** — Politecnico di Milano

Sep 2019 – Jun 2022

*PoliMi — ranked #3 in Europe and #5 globally for Art & Design (QS). Coursework centered on design thinking, user-centred methods, accessibility, usability and affordance. Notable exams: Computer Graphics, Metadesign, Mathematics for Design.*

**Master in Game Design** — BigRock Institute (H-Farm)

Sep 2022 – Mar 2023

*Game engines (Unity, Unreal), C# / Blueprints, real-time and baked lighting, level blockouts, and 3D pipeline fundamentals. Final outcome: a prototype project for a local studio.*

**Game Design Fundamentals & Prototyping Certificate** — GameDesignSkills.com

Fall 2025 (12 weeks)

*Rapid prototyping methods (paper, Miro, Figma), playtesting, iteration workflows, and AAA studio techniques.*

*Mentored by Jeremiah Franczyk (LotR Online, D&D Online) and Alex Brazie (League of Legends, Ori and the Will of the Wisps, WoW).*

## Extra PROJECTS

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**Beyond the Mist — Tabletop Card & Board Redesign**

2025

Solo information-design overhaul of a deckbuilder. Six unmoderated user sessions; built an icon system (4 types × 12 subtypes), restructured card hierarchy, designed three boards as ambient rule containers. Setup time dropped from ~15 to ~5 minutes; "I get it" moment moved from turn 5 to turn 1.

**VR Medical Training App**

Apr 2024

VR interaction design in Unity for a medical syringe procedure: grab/aim/trigger interactions, dosage selection, and step-by-step procedure flow with feedback cues.

**Pamphlet for High Sensitivity**

Apr–May 2022

Editorial / information design for an HSP awareness pamphlet — published and used in awareness events.

**Il Senso delle Cose — Book Design**

Jan–May 2022

100+ page editorial redesign of Feynman's "The Meaning of It All" — typography, grid, and pacing.

**Game Jams: Jester Maskerade, ROB.O.T.S., Everything is Fine**

2022 – 2026

Rapid prototyping under 1–2 week deadlines: layout design, enemy/encounter pacing, and minigame flows; collaborative work in teams of 5–8 using Git for distributed development.