



# Andreas Gugliotta

## UI/UX Designer

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Projects Pass: Reveal13

## Work Experience

### **Ux/UI Designer - Basic Fit Mobile App** Basic-Fit B.V | Amsterdam, The Netherlands

June 2024 - Present

- Designing projects from discovery to implementation that impact over 4M users in 6 different countries
- Using Data to guide me through my design decisions
- Collaborating with key stakeholders
- Increasing active users in the app
- Increasing average engagement time with the app

### **Ui Designer - Basic Fit Mobile App** Basic-Fit B.V | Amsterdam, The Netherlands

January 2023 - June 2024

- Created user-friendly and visually appealing interfaces following brand guidelines.
- Developed interactive prototypes using Figma to showcase functionality and gather feedback.
- Conducted usability testing and user interviews to identify and address user pain points.
- Maintained and expanded the design system to ensure consistency across the app.

### **Visual Designer** Hub Creations | Amstelveen, The Netherlands

July 2019 – August 2022

- Designed engaging animated content to enhance brand storytelling and user engagement.
- Created interactive e-learning modules, blending education and usability.
- Developed unique characters and storyboards for animation and branding projects.
- Produced editorial designs for print and digital platforms.

## Design Skills

User Interface Design - User Experience Design - Wireframes - Prototyping - Usability Testing - Interaction Design - Design Thinking

## Tools

Figma - Figjam - Figma Make - Google Analytics - Confluence - Jira - Loveable - Lottie

## Education

### **CareerFoundry** Diploma of Education, UI/UX Design

Mar 2021- Jan. 2022

### **Middlesex University** BA in Graphic Design

Nov 2010- Sept. 2014