



Daniele Gasperi

Human Centered Design

Sr. UI Designer - Information Architect

Sr. User Experience Designer

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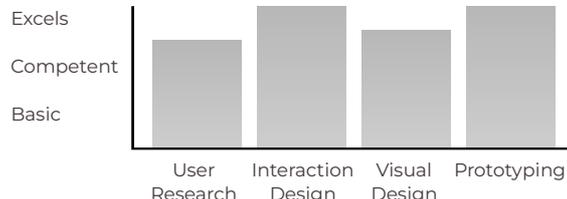
🌐 linkedin.com/in/danielegasperi



SUMMARY

Extensive experience in Web Technologies, Graphic, Multimedia, and Information Architecture Design. Expert in designing visual, interactive user-centered information systems for web and multimedia products using UI, UX, IA, HTML5, CSS3, Wireframing, AI, and Prototyping skills.

UX Design skills



Cegeka Groep Brussels, Belgium

From Sep 2019

Sr. UX/UI Designer - European Commission

To Apr 2025

As an external UX/UI consultant at EISMEA, I led the UX design for the EEN Community platform and other web applications (Connect, Learn, EEN public site) supporting SMEs across Europe. I conducted user interviews, and requirements analysis, translated needs into Figma wireframes and flows, and coordinated iterative feedback with developers and stakeholders. I also handled usability testing, analytics reviews, and interface refinement across development cycles, connecting business goals and user experience in a complex institutional environment.

danielegasperi.com/een-web-application-ux-design/



Freelance Bologna and Pisa, Italy - Los Angeles, CA, USA

From June 1994

Graphic Designer, Web Designer & Developer

To August 2019

Throughout my career I have worked in the areas of print, web design/development, and multimedia, creating logos, corporate imaging, and various print media, as well as usability-driven graphics and information systems for web and multimedia products for a wide array of large-scale Italian and American companies. Some of my clients have included: Bruno Magli, Omega, KristinaT, Mondadori, Arcigay, Cappellini, Kartell, Diva, Italian Consulate in Los Angeles.



Accenture Multimedia Agency Turin, Italy

From May 2016

User Experience Designer

To July 2016

UX Design, Information Architecture, and Interaction Design for Intesa Sanpaolo Investment Banking website. Wireframes, prototypes, mockups, and interaction guidelines creation with Axure, Sketch, Fireworks, Acrobat, MS Office, and Photoshop software.



Polycom, Inc. Los Angeles, CA, USA (Telework)

From May 2011

UI Development Engineer - Sr. UI Designer

To Dec 2014

Worked with different roles for the Media Manager web application: Information Architect, UI Designer, Web Developer, User Experience Designer (customer interviews, surveys, persona design, wireframes, testing).

danielegasperi.com/mediamanager-ux/



Accordent Technologies, Inc. Los Angeles, CA, USA

From Mar 2006

UI Development Manager - Sr. Web Developer

To May 2011

User Interface Designer for Web casting applications. Web Development and Design for the application video streaming user interface and Graphic Design for corporate imaging. I led the redesign of Accordent's web interfaces used for synchronised webcasts (live/on-demand/CD), improving their performance and flexibility, refactoring their code.

danielegasperi.com/webcast-ui-design/



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IBM - via edX online

From December 2024

To Mars 2025

Generative AI for everyone

With this program I developed a deep understanding of the fundamental concepts, tools, applications, and ethical implications of generative AI. I also gained hands-on gen AI skills that I can apply to my work right away. Through this experience, I became familiar with common generative AI models and explored powerful prompt engineering techniques. I learned how to craft effective prompts to get the best results from generative AI tools.



Libera Università di Lingue e Comunicazione IULM Milan, Italy

From January 2015

To June 2015

Executive Master of Information Architecture and User Experience Design

Completed theoretical and practical courses on Information Architecture, Semiotics, Content Strategy, Marketing, User Research, Storytelling, Service Design, Visual Design, Interaction Design, Rapid Prototyping, Testing, Project Management, Social Media Editing, Intranet Design, Cross-channel UX.



W3C Training - w3devcampus Online

From September 2013

To November 2023

Responsive Web Design - HTML5 - Accessibility

- The Responsive Web Design course covered HTML, CSS, media queries, responsive images, navigation, typography, forms, videos, and tables. It focused on best practices, accessibility, and optimisation to ensure websites adapt to all viewport sizes.
- The HTML5 course covered semantic structure, multimedia (audio/video), Canvas graphics and animation, video interaction, HTML5 forms, JavaScript APIs (DOM, geolocation, orientation), and data persistence (DOM storage, cache, IndexedDB).
- The Accessibility course covered WCAG standards, POUR principles, basic testing methods, and inclusive design. It highlighted accessibility's value for all users, its business benefits, and provided guidance on integrating it into projects and teams.



Santa Monica College - Spring Season Courses Santa Monica, CA, USA

From January 2007

JavaScript and Dynamic HTML Course completed. GPA 4.0

To June 2007



Università di Bologna Literature & Philosophy

Bologna, Italy, 1990-1995

Department of Art, Music, and Performance.

Completed 11 out of 18 exams, primarily in Mass Communications and Semiotics. GPA 3.7



Universitat Autònoma de Barcelona (Erasmus)

Barcelona, Spain, 1994

Completed theoretical and practical courses on television production.

GPA 3.9



Liceo Artistico F. Russoli

Pisa, Italy, 1989

Diploma in Art and Visual Communications.

GPA 3.6



Languages

Italian: Native speaker

English: Fluent

French: Intermediate

Spanish: Basic



Attributes

Born in Pisa, Italy, April 1969

Team Player

Enthusiastic

Dependable

Detail Oriented

Self-Starter

Quick Learner

Analytical

Creative

Problem Solver