

FILIPPO FAVARO

Digital Product Designer

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DESIGN SKILLS

- UX Research & User Testing
- Interaction & Interface Design
- Design Systems & Governance
- Wireframing & Prototyping
- HMI / Industrial UX
- UX Writing
- Competitive Analysis
- Process & Systems Design
- Agile / Design Thinking

AI TOOLS & WORKFLOW

- Claude (research & doc)
- Midjourney / Adobe Firefly
- Prompt Engineering for UX
- Notion AI / Dovetail

SOFTWARE

- Figma
- Adobe Illustrator
- Adobe Photoshop
- Blender (3D visualization)
- Jira / Azure DevOps

LANGUAGES

ITA Native
ENG Cambridge C1 — Advanced

EDUCATION

Master in Interior & Experience Design (MArch)
Italian Design Institute · 2023–2024

Google UX Design Certificate
Google Academy · 2021–2022

Technical Diploma in Automation
ITIS C. Zuccante · 2012–2017

PROFILE

Digital Product Designer with 7+ years of experience designing complex digital products for industrial, automotive and enterprise SaaS settings. Specialised in systems design, user research and leading multidisciplinary teams. Proven experience integrating AI-assisted workflows to speed up the design process, and designing interfaces for AI-driven products.

EXPERIENCE

Digital Product Designer

SCM Group S.p.A. · Rimini · hybrid · Jan 2023 – present

- Management and mentoring of the design team; ownership of the company design system, adopted cross-team across every product.
- End-to-end ownership of the design-thinking process for SCM Digital Portal, an industrial platform in use in 40+ countries.
- Qualitative and quantitative UX research; AI tooling (Claude) integrated for user-interview synthesis and behavioural-pattern analysis.
- Cross-functional collaboration with PMs, engineering and C-level on defining and evolving the product roadmap.
- Design of production dashboards, a mobile companion app and an industrial ticketing system (HMI and web).

UX/UI Specialist

Atos S.p.A. · Milan · Jan 2022 – Dec 2022

- Product Owner and UX designer for Tescam (Bridgestone): an enterprise web app for managing tire tests, replacing fragmented Excel workflows with a structured, purpose-built system.
- Backlog, user stories and acceptance criteria defined together with international technical teams.
- High-fidelity wireframes and prototypes for testing with real users; a full design-thinking flow on every deliverable.
- Collaboration with the Air France team on the design of internal operational interfaces.

UX/UI Designer

Telebit S.r.l. · Treviso · Jan 2021 – Dec 2021

- Active participation in prototyping and user-testing sessions in agile, iterative cycles.
- User feedback implemented for the continuous improvement of digital experiences, together with cross-functional teams.

UX/UI Designer — Low-Level Interfaces

TEXA S.p.A. · Sep 2019 – Dec 2020

- Design and review of automotive diagnostic interfaces to OEM safety standards for Ferrari, Maserati, Nissan, Ducati, Mazda and XEV.
- Full project lifecycle (concept → delivery) in direct coordination with the vehicle manufacturers.