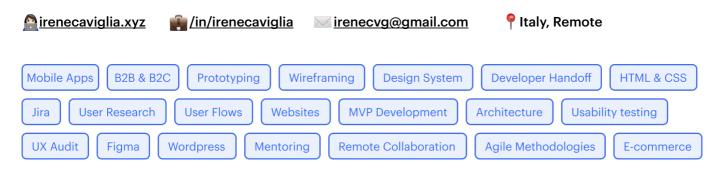
IRENE CAVIGLIA

Senior Product Designer

I bring together the agility of a startup with the expertise of an agency to create solutions that work for users, engineers and businesses.



BIO

Senior Product Designer with 6+ years of experience in startups and agencies. I design intuitive B2B, SaaS, e-commerce, and mobile products with a pragmatic mindset. I focus on usability, accessibility, and solid design practices, with experience in remote, international, cross-functional, and agile teams.

WORK HISTORY

Senior Product Designer (UX/UI)

MediaEngine | Milan, Remote | 2024 - 2025

Digital agency delivering web, mobile, and e-commerce experiences across industries.

- Designed and delivered 10+ responsive web and mobile products, including e-commerce platforms, aligning usability, accessibility, and brand goals using Figma.
- **Conducted UX audits** to identify pain points and improve flows across websites and apps, using wireframes, prototypes, and user feedback to guide iterations.
- Built and maintained shared design systems and reusable UI libraries to streamline delivery and ensure visual consistency across teams.
- Managed weekly feedback loops with clients and cross-functional teams, translating input into clear design decisions and specs for development.
- **Mentored junior designers** on UX best practices, design tools, responsive UI, and quality handoff practices, supporting team growth and project quality.

Product Designer (UX/UI)

Peregrine.ai | Berlin, Remote | 2019 - 2024

Computer vision-based AI startup focused on real-time video analytics.

• Led UX research and design for the MVP of a B2B platform that turned raw video data into actionable insights through AI, delivering interfaces that validated the concept and helped acquire early clients.

- Collaborated daily with machine learning engineers, developers, and product teams to align design with technical constraints and business goals.
- **Designed data-heavy dashboards and other 3+ products**, applying information architecture and interaction design to support early user validation.
- Established scalable design processes, including reusable components and documentation, to support a lean, fast-moving product team.
- Contributed to early-stage funding success by articulating product value through compelling interface design, user flows, and stakeholder-facing assets.

Web Designer

Freelance | Berlin, Remote | 2017-2019

 Managed diverse web-design projects creating engaging user friendly Wordpress websites tailored to clients needs and brand identity

EDUCATION AND CERTIFICATIONS

UX/UI Design Certificate

CorsoUX.it | 2019

Completed a comprehensive, mentor-led UX/UI program focused on end-to-end product design. Key areas of study and practice included: User research, Wireframing, prototyping, and interaction design, UI principles,UX writing and microcopy design. Delivered a complete app/site project with portfolio-ready case study.

UX/UI Design Certificate

CareerFoundry | 2019

Completed a full-stack UX/UI bootcamp—conducted user research, prototyping/testing, accessibility, and developer handoff; developed 3+ practical projects under expert mentorship.

Interior Design (MSc)

Politecnico di Milano | 2015

Interior Design (BSc)

Politecnico di Milano | 2011

COURSES

Masterclasses

- "Design Tokens: Powering Your Design System", Henry Dagget, 2024
- "Design Systems: How to Craft Successful Components", Henry Dagget, 2024

Courses

"How To Design for Accessibility: for UX Designers (WCAG 2.2)", Liz Brown

- "Agile Methods for UX Design", Laura Klein
- "Accessibility: How to Design for All", IDxF
- "Service Design: How to Design Integrated Service Experiences", IDxF
- "UX Management: Strategy and Tactics", Frank Spiller
- "100 Days of Code: The Complete Python Pro Bootcamp", Dr. Angela Yu
- "The Web Developer Bootcamp 2025", Colt Steele