

FILIPPO MURSIA

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www.filippomursia.com

Digital Project Manager and **Mobile Product Designer** interested in the intersection between product strategy usability and design. Experience in creative fields from design to fashion and music. **Practical knowledge** in online/offline production. **Creative, technical and organized mindset** to deliver projects in a fast paced environment meeting tight deadlines with pixel perfection quality. **Multitasker, adaptable and team player** by nature.

RELATED EXPERIENCE

February 2015 - Current
New York, NY / Remote

Digital Project Manager & Mobile UI/UX – Gabriela Hearst
www.gabrielahearst.com

Luxury fashion brand by Gabriela Hearst with digital and print design collaboration by Peter Miles Studio (Designer & Art Director for Celine, Proenza Schouler, Marc Jacobs).

Manage the development of the website and eCommerce working as point of contact between the designer, front-end developer and the back-end agency to deliver the online representation of the brand vision. Manage all aspects of the online needs of the brand coordinating timelines, documents to be prepared for the website and any other requests from the brand to the designer, developer or agency.

Translate the web vision of the designer to the mobile responsive version of the website and the forthcoming eCommerce, produce wireframes, prototypes and build the HTML code managing the development process along with the technical partner.

September 2013 - Current
Vicenza, Italy

Founder & Product Designer – Needle Vinyl
www.needle.me

iOS - Personal mobile startup that connects vinyl record lovers and insiders from all around the world.

Craft the project from idea to conception, design the UI/UX, manage the development process with the technical co-founder and build relations with partners/media. Currently design and manage the development of the marketplace component outsourcing to a third party agency. Needle was been handpicked to participate as at the Web Summit 2014 in Dublin.

January 2013 - September 2015
Vicenza, Italy

Product Designer & Mobile Manager – Rawfish Industries
www.rawfishindustries.com

iOS/Android - Web and mobile app development agency.

Manage apps release from brief to launch. Relate with clients to understand needs and objectives, design PDF presentation to present ongoing projects, documentation to explain technical aspects and UI/UX proposal, produce wireframes, prototype animations and user flows, produce the executive designs and cooperate with developers till the final release of the product.

TECHNICAL SKILLS

PM and Collaborations

Project management and project tracking with **Trello** and **Asana**, team communication via **Slack** and **Skype**.

Design

Bohemian Code Sketch to design user interfaces for mobile and web, **Adobe Illustrator** to design project presentations and user flows, **Adobe Photoshop** for photo retouch.

Prototyping

Principle and **Flinto** to prototype animations, transitions, **InVision** to prototype interactive mockups to the team and clients.

Other

Basic knowledge of **iOS Swift** for apps development, **HTML5** for web development.