

Matteo Gagliano

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EXPERIENCE →

Independent Design Engineer

2025 - 2026 [ongoing] Milan, Italy

Design and development for mobile apps and websites.

Satispay - Product Design Lead

2024 - 2025 [1y 3m] Milan, Italy

Satispay, a simple way to pay, invest, and manage your money in Italy.

- Led a team of 6 designers and 1 researcher across 5 domains - spanning consumer, merchant, and employer products - establishing a cross-platform design system, reshaping DesignOps, and aligning cross-functional leadership to deliver impactful, lasting solutions.

OKAYGOOD - Designer and developer

2018 - 2024 [7y 6m] London, UK

Design and development Studio.

Etc. - Principal Product Designer

2022 - 2024 [1y 10m] London, UK

Etc. creates, amplify and invest in startups in new and emerging categories.

- Led the end-to-end product design while making key strategic decisions, built prototypes, ran unmoderated testing for evidence-based decisions.

Vodafone Smart Tech - Lead Product Designer

2019 - 2022 [2y 4m] London, UK

Consumer IoT products

- Led the redesign of the app design system, defined UX architecture and flows and prototyped concepts for mobile and wearables while collaborating with teams like Disney and Fuseproject.

Hive Home - Lead Product Designer

2018 - 2019 [1y 1m] London, UK

Hive Home is the UK lead smart home IoT provider.

- Led the design for the mobile app working closely with product managers and researchers.

Yoti - Senior Designer

2015 - 2018 [2y 10m] London, UK

Shaping the future of digital identity.

- Defined the UX architecture, flows, specs, created a UI kit to establish a clear and consistent visual language across the product.

Monitise Create - UI/UX Designer

2013 - 2015 [2y 1m] London, UK

Designed for clients like Virgin Money, Telefonica, O2, Visa, RBS and NatWest.

- Involved in scoping sessions to gather requirements to created visual design and prototype for web, iOS and Android, designed journeys, flows, wireframes and specifications.

Freelance UI/UX, Illustration, Animation

2010 - 2013 [2y 10m] Madrid, Spain

Designed for clients like Disney and Spin Master.

- Game design assets and animations and prototypes

Ciszak Dalmas - Graphic Designer

2010 - 2010 [5m] Madrid, Spain

A design-driven innovation studio based in Madrid, founded in 2009

- Developed creative concepts

SKILLS →

Managerial

People management / Leadership / Hiring / Coaching / Design Direction / Product Strategy / Roadmap-planning / Collaboration / Communication / Cross-functional Partnership

Design

Product Design / UX/UI Design / Design Systems / Strategy & Research / Prototyping / Interaction Design / Design Ops / Branding / Illustration / Animations / Frontend Development

TOOLS →

Design

Figma / Sketch / Adobe Creative Suite / Lottie

Prototype

Figma / Origami Studio / Framer

Development

HMTL / CSS / JS / NodeJS / SQL / Postgres / React / React Native / NextJS / Framer Motion / GSAP / Tailwind / Bootstrap / Express

Productivity

Slack / Notion / FigJam / Github / Jira / Basecamp / Trello / Miro

EDUCATION →

2023 The Art of Street Photography - **Magnum**

2022 CS50 - **HarvardX**

2022 Web Development Bootcamp - **Udemy**

2020 Design Sprint MasterClass - **AJ&Smart**

2019 React The Complete Guide - **Udemy**

2017 Service Design - **Modernist Studio**

2015 IoT - **FutureLearn**

2013 HCI - **Stanford University Online**

2012 Illustration - **Central Saint Martins**

2011 Publishing for iOS and Kindle - **DCollab**

2008 Graphic & Web Design - **ESDIP**

LANGUAGES →

ENG Full Professional skill

SPA Full Professional skill

ITA Native