

FILIPPO CALIENDO UI/UX Designer

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PORTFOLIO

www.filippocaliendio.com

PROFESSIONAL SUMMARY

UI/UX Designer focused on end-to-end product design, user research, interaction design, and scalable design systems. Experienced in iOS and cross-platform product design within Agile Scrum teams, iterating on user and stakeholder feedback to deliver accessible, user-centered digital experiences. Proficient in Figma, with working knowledge of Swift and Xcode. Graduated 110/110 cum laude in Design for Innovation.

PROFESSIONAL EXPERIENCE

UI/UX Designer

@ [Apple Developer Academy – Pier Program](#) | Client: [iSchoolAfrica \(Johannesburg\)](#) - Sep 2025 - Jun 2026

Led **end-to-end product design** for a South African NGO across 3 production-ready apps (iPad, macOS, and web), covering **user research, user flows, wireframing, prototyping, and interaction design**.

Moved fluidly between **Figma** and **Xcode**, using **Swift** and AI-assisted workflows to create **interactive prototypes** that supported faster user testing and more realistic validation of design decisions.

Conducted **on-site usability testing** in South Africa with students, teachers, and programme managers, iterating on **user flows** and interfaces based on direct field feedback.

Collaborated within a 6-person **Scrum team** across 17 sprint cycles, translating stakeholder feedback into iterative product and UX improvements delivered on schedule.

Built and maintained a scalable **Figma design system**, improving cross-platform consistency and streamlining developer handoff.

Product Designer Intern

@ [Bianco Base s.r.l.](#) - Apr 2023 - Jul 2023

Created a series of high-fidelity visual concepts for footwear collections, translating design briefs into client-facing presentations and iterating on feedback from internal teams and stakeholders.

TOOLS

Figma, Sketch, Adobe Suite, XCode, Jira, Confluence

EDUCATION

Apple Developer Academy - Pier Program

@ [Università degli Studi di Napoli Federico II](#) - Sep 2025 - Jun 2026

Focused on **product design, prototyping, and iOS development** through real-world projects developed in collaboration with NGOs, with a one-month volunteer experience **mentoring** Apple Foundation Program Students.

Master's degree in Design for Innovation

@ [Università degli Studi della Campania "Luigi Vanvitelli"](#) - Sep 2023 - Mar 2026

Final Grades: **110/110 cum laude**

Two-year Master's degree focused on **Design Thinking, visual communication, interaction design, and product strategy**.

Apple Developer Academy - Student Program

@ [Università degli Studi di Napoli Federico II](#) - Sep 2024 - Jun 2025

Completed multiple full app development cycles applying **Design Thinking** methodology, building iOS apps with **Swift**, and working in teams to sharpen **collaboration, prototyping, and presentation skills**.

Bachelor's degree in Design and Communication

@ [Università degli Studi della Campania "Luigi Vanvitelli"](#) - Sep 2019 - Oct 2022

Final Grades: **110/110 cum laude**

Three-year Bachelor's degree, focused on **design research, accessible design and visual communication**.