

CONTACT

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xiangkaitai

EDUCATION

Politecnico di Milano

2020-2023 QS98

M.Sc Product Service System Design Service design, design methodologies, user research, trend forecasting, Interaction design

Bauhaus-Universität Weimar Erasmus+

2022-2022 M.A Produktdesign Product-service systems, user experience, usability, CAD design, applied statistics.

Nuova Accademia di Belle Arti Milano 110 e Lode/110

2017-2018 B.A Design Interior design, real-world projects focusing on creative and functional design solutions

Shanghai Polytechnic University

2014-2018 **Environment Design** Spatial planning, design execution, and usercentric thinking, AutoCAD, 3D modeling

LANGUAGE

Chinese - Native Enalish - Fluent C1 Italiano - Fluent B2 Deutsche - Good B1

INTERESTS

Language learning Chess

TAI XIANGKAI

Senior UX Designer

MY WEBSITE

https://www.taixk.com

KEY SKILL: UX/UI Design, Wireframing (Figma, Adobe), Front-End Development (HTML/CSS/JS), SEO Optimization

WORK EXPERIENCE

01.2024-**Present**

Full-stack & Product Designer

Afore Italia S.R.L., Rome I Italy

As an active Designer and Developer I specialize in creating intuitive, user-centric digital experiences tailored for the e-commerce field in the renewable industry.

- · Designed and developed the company's multilingual website (afore.it) from scratch, creating a responsive platform aligned with brand guidelines and accessibility standards (WCAG 2.1).
- · Built and maintained a scalable design system in Figma, implementing Variants, Design Tokens, and Component Libraries to ensure visual consistency across digital and print assets.
- · Collaborated with engineers and marketing teams to standardize UI components for web, exhibition, and media materials, optimizing workflow and reducing design time by 30%.
- · Produced brochures, social media visuals, and event materials for international exhibitions in Rimini, Munich, Madrid, and Lyon, strengthening brand visibility across Europe.

08.2022-01.2023

UX/UI Design Intern

Nintendo of Europe, Frankfurt am Main I Germany

As a dynamic Website UX Designer with a proven track record of enhancing user engagement and satisfaction across diverse sectors.

- · Contributed to Nintendo's web design system across Europe, developing and documenting interface components using Figma Design Tokens, Variants, and shared libraries for crossplatform use.
- Improved mobile accessibility and consistency across 28+ European markets through responsive UI refinements, following WCAG and ARIA guidelines.
- · Collaborated with product managers, developers, and designers across Europe and Japan to align design principles and localization standards.
- · Conducted analytics reviews (Google Analytics, Hotjar) that increased mobile user engagement by 80%.

04.2021-08.2021

UX Researcher Assistant

Livework Studio, Rotterdam I Netherlands

Collaborated with a team of students at a service design agency to produce a published article, titled < Integrating Service and Autonomous Design>.

- Collaborated with a multidisciplinary service design team to publish **Integrating Service and** Autonomous Design, exploring user-centered innovation.
- · Conducted qualitative and quantitative analysis, synthesized research findings from 30 + user sessions into visual reports and user-flow diagrams.
- · Strengthened ability to translate complex data into accessible visuals and narratives, supporting evidence-based and inclusive communication design.

01.2019-08.2020

Interior Designer

Shanghai Jiayong Construction & Decoration Co., Ltd, Shanghai I China

Worked as an Interior Designer and communicated with clients to design unique living spaces in Shanghai.

- Designed spatial layouts and 3D visualizations (Rhino, 3Ds Max, SketchUp, V-Ray) for 10+ residential and commercial projects totaling over 4,000 m².
- · Delivered presentations that improved client decision efficiency by 25% and built a strong foundation in visual composition and storytelling later applied to digital design.