

MICHÈLE PIZZO VOIT

Senior UX/UI Designer

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SKILLS

Organizational

Project Management

Storytelling

Process Documentation

User Experience

User Research

Personas

User Flows & Task Flows

Sitemapping

LoFi & HiFi Wireframing

Prototyping

Design Systems

User Interviews

Development Handover

Other

3D Modeling

Rendering

TOOLS

Figma

Jira

Miro

Adobe Suite

Vectorworks

Rhinoceros 3D

Enscape

LANGUAGES

English

Spanish

French

Italian

German

EDUCATION

Designlab UX Academy, UX Design Certificate

September 2022 | Remote

University of Florida, Bachelor of Design, Architecture

May 2018 | Gainesville, FL | Summa Cum Laude

EXPERIENCE

Senior UX/UI Designer, 2021.AI

December 2024 - Present | Copenhagen, Denmark

GRACE, AI Governance & Risk Compliance Platform

- Spearheaded the UX process for the GRACE platform, overseeing features from initial development through to successful handover.
- Developed and implemented a structured UX process, improving handover efficiency to developers and resolving key workflow issues.
- Established a comprehensive UX and UI Design System, promoting consistency and improving overall structure.
- Strategized to enhance research efforts by initiating cross-department collaboration with sales and marketing; aimed at capturing client and potential client feedback to inform design decisions.
- Leveraged insights from client interactions to feed into AI large language models, enhancing product features and user experience.
- Led the full hiring process for a UX/UI design intern and provided ongoing mentorship, training her in new design tools and methodologies while collaborating closely to complete deliverables.

UX Designer, Immortal

September 2023 - November 2024 | Copenhagen, Denmark

Road Code, Professional Cycling Platform

- Led the UX design process for the Road Code cycling platform, overseeing the project from early development to handover.
- Conducted extensive user research, including interviews, market analysis, competitive assessments, and surveys to gather key insights.
- Cross-collaborated with the marketing/SoMe department to strategize ways to reach users for interviews, ensuring a diverse and representative sample
- Created personas, user flows, wireframes, and prototypes based on research findings.
- Collaborated closely with the UI designer to ensure a cohesive design.
- Analyzed existing platform features, identified user pain points, and implemented solutions through research and user testing to improve the overall user experience.
- Established a structure for documenting work to streamline the design process and ensure consistency across the project.
- Participated in two-week design sprints and worked closely with the product owner to ensure alignment between design decisions and project objectives.