Curriculum vitae

Enrico Galati

UX/UI Designer · UX Researcher

Personal information

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About me

I design interfaces and run the research that comes before them. I can plan and carry out a user study on my own: I write surveys and interview guides, moderate one-to-one and group sessions, analyse the data and turn it into requirements, wireframes and Figma prototypes. I have worked inside an EU agency and in automotive, and I use AI to automate repetitive work.

Work experience

since April 2025

UX/UI Designer

independent and pro-bono projects

- With U, a self-monitoring app for people in treatment for depression: designed the flows in Figma (52 screens and interaction states in 9 sections) and wrote the front-end code, ready for production. The AI guide answers daily journaling, sessions are capped and there is a clear handover to a professional.
- ADHD: All Deeds Are Done, a swipe-based task tracker for people with ADHD: user flows, wireframes, high-fidelity UI and an interactive prototype in Figma.
- Usability tests and interviews with small groups, which changed the design: in ADHD I redesigned the rewards button to make it easier to understand; in With U I changed how users interact with the passport and softened the visual style.

March – August 2026

Trainee, Product Management (Requirements Engineering)

ECHA, European Chemicals Agency · Helsinki, Finland

- Independently planned and ran the consultation with IUCLID users: a survey with 154 respondents and 29 semi-structured interviews with national authorities, industry, consultancies, technical experts and EU and OECD partners.
- Wrote the interview guide, the questionnaire and the supporting material, and moderated the sessions both one-to-one and in groups.
- Anonymised the transcripts by hand for GDPR, then ran content analysis and thematic analysis; built a star-schema model in Power BI to cross-reference survey answers with the interviews.
- Automated the reformatting of over 500 phrases per language across 24 languages with AI, cutting a three-week task down to three days within data-confidentiality constraints.
- Ran smoke testing on IUCLID, followed the biocides translation workflow through to release and reported the accessibility problems found in the interface to the team leader.
- Worked with product managers, business analysts, developers and UX specialists across Agile ceremonies.

October 2024 – February 2026

Teaching assistant, Cognitive Artifact Design
Università Suor Orsola Benincasa · Naples

- Ran practical workshops on user-centred innovation and UX research methods, maintained course material and mentored multidisciplinary teams.

October 2022 – March 2023

Trainee, Interaction Engineering
Re:Lab

- Built, translated and analysed user surveys and benchmarking studies to inform automotive HMI design decisions.
- Validated human-machine interfaces against usability and safety criteria, with a focus on cognitive load, and contributed to a European sustainable-mobility project (details under NDA).

Education and training

March – June 2025

Executive course in UX Design and UI Design
POLI.design, Politecnico di Milano

October 2023 – June 2024

Apple Developer Academy
Federico II University, Naples

February – March 2023

Apple Foundation Program
Federico II University, Naples

2021 – 2024

M.Sc. in Psychology: human resources, cognitive ergonomics, cognitive neuroscience 110/110 cum laude
Università Suor Orsola Benincasa, Naples
Thesis in Interaction Design: "The cognitive load placed on the driver", supervisor prof. Roberto Montanari.
Learned how to manage the driver's cognitive load and how to analyse it with NASA-TLX, dual-task, physiological measures and eye tracking. Designed a driving-simulator experiment on the effect of head-up displays.

2016 – 2020

B.Sc. in Psychological Sciences and Techniques
Federico II University, Naples

Personal skills

Mother tongue	Italian
Other languages	English C1/C2 Spanish A1 Finnish A1
Research	Mixed-methods, semi-structured interviews, surveys, usability testing, thematic and content analysis, netnography, benchmarking, eye tracking
Cognitive ergonomics	Cognitive Load Theory, cognitive load assessment (NASA-TLX, SWAT, dual-task)
Design	Figma, Miro, wireframing, prototyping, design systems, WCAG 2.2 accessibility
Data and tools	Power BI, Excel, EU Survey, Microsoft Teams
AI	Pattern discovery and process automation, within confidentiality constraints

I authorise the processing of my personal data under Regulation (EU) 2016/679 (GDPR).