

Fabio Monzani

Senior UX/UI Designer

About me

I'm a UX/UI designer with over 10 years of experience crafting intuitive, beautiful interfaces that make life easier for users. Based in London, I'm driven by a passion for turning complex challenges into simple, effective solutions. My work spans diverse industries and cultures, all aimed at designing experiences that feel seamless, relevant, and human across any platform.

Experience

Pod Point

Senior UX/UI Designer

Mar 2020 - Ongoing

As Lead UX/UI Designer at Pod Point, I enhance existing products and design new features that drive our future. Rising EV adoption fuels demand for innovative charging solutions, and direct user feedback guides our work while balancing tech limits and refining brand standards.

Loki.code

Senior UX/UI Designer

2021 - 2024

As Lead Web3 UX/UI Designer at Loki.code, I simplify complex Web3 and blockchain concepts into user-friendly designs, creating a platform that seamlessly onboards Web2 developers into Web3 while catering to experienced Web3 developers. Our focus on accessible, developer-oriented design earned Loki.code a spot in the Techstars Web3 accelerator, supporting our growth in decentralized team solutions.

SAM Labs

UX/UI Designer

2018 - 2020

As UX/UI designer for SAM Space, I led the app's redesign for iOS, Android, Windows, and Chromebook, focusing on seamless compatibility with devices, content, and Bluetooth hardware. User feedback and collaboration across departments helped create a cohesive experience across all products.

ORDERLY

UX/UI Designer

2016-2018

ORDERLY is an all-in-one platform for the hospitality industry to streamline product, provider, order, and inventory management. I led the design process for the entire project, from concept to MVP launch, within an intense 3-month timeline.

For more experiences, [visit my LinkedIn](#)

Education

Strathfield College

Bachelor degree

Diploma in Information Technology and Website Development

Andrea Fantoni School of Arts

Diploma in Master of Applied Arts