

Giorgia Giannico

Product-Minded Frontend Engineer & UX Technologist

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SUMMARY

Creative technologist and frontend engineer with hands-on experience across product design, UX research, and shipped web interfaces, including AI-driven fintech products. MSc candidate in Human-Computer Interaction at UCL, building on a Computer Science and Fine Arts background from Tufts University. Comfortable moving between design, code, and stakeholder conversations, seeking Product, Frontend Engineering, or Associate PM roles in London.

EXPERIENCE

Freelance Frontend Developer | Boosha AI

Jun 2026 – Sep 2026

Remote

- Redesigned the frontend of Orchestrator, Boosha AI's new platform that uses AI to match client investment needs against market trends and automate portfolio construction.
- Rebuilt core UI flows in React/Next.js, translating fintech product requirements into a cleaner, more usable interface for financial advisors and clients.
- Worked directly with founders on product decisions, balancing design polish, technical feasibility, and delivery speed as a solo freelance contributor.

Part-time Frontend Developer | Goodpath

Sep 2025 – Jan 2026

Cambridge, MA (USA)

- Built and maintained 10+ React and Next.js UI components for a marketing website redesign, improving responsiveness and visual consistency.
- Implemented interactive front-end user interfaces aligned with brand guidelines and modern component-based architecture.
- Updated CMS-driven front-end components to support scalable content updates and consistent UI patterns.

Teaching Fellow | Tufts University

Sep 2023 – May 2026

Medford, MA (USA)

- Redesigned course modules and assignments to improve accessibility and usability for functional programming and type systems.
- Provided one-to-one technical guidance, strengthening students' problem-solving and debugging skills.
- Assessed 30+ homework submissions weekly, delivering feedback on code correctness and clarity.

UI/UX Designer Intern | Goodpath

Jun 2025 – Aug 2025

Cambridge, MA (USA)

- Designed low- and high-fidelity UI prototypes in Figma and Balsamiq, improving user flow and visual clarity.
- Built responsive React and Next.js components, translating design specifications into functional user interfaces.
- Collaborated with sales and marketing teams to create an interactive ROI calculator for client-facing storytelling.

Motion Graphics Intern | Monks

Jun 2024 – Aug 2024

Milan, Italy

- Designed motion graphics and interactive visual interfaces using After Effects, applying UX principles to improve engagement.
- Edited and produced 15+ short-form videos weekly for digital platforms and brand social media.

PROJECTS

Radio Towers | Unity 2D Game with C++ Scripting

- Collaborative 2D game exploring spatial navigation; implemented player movement, force fields, and health systems in C++ with Unity, supported by playtesting and iteration.

GLP-1 Product Page | UI/UX & Frontend Project

- Product-focused design and development project communicating complex health data through user flow design, Figma prototyping, and responsive React components.

EDUCATION

University College London (UCL)

2026 – Present

MSc, Human-Computer Interaction

Tufts University

2021 – 2026

Bachelor's in Computer Science; Bachelor's in Fine Arts — Magna Cum Laude

GPA: 3.75 / 4.0

Relevant Modules: Human Computer Interaction, Data Structures, Web Programming, Computer Graphics, Machine Structure and Assembly Language

St Louis School of Milan

2019 – 2021

International Baccalaureate Diploma (IBDP) — Score: 43 / 45

SKILLS

Programming & Web: JavaScript, TypeScript, React, Next.js, HTML5, CSS3, Tailwind CSS, REST APIs, Python, C++

UI/UX & Product: Figma, Wireframing, Prototyping, Usability Testing, Accessibility (WCAG), Interaction Design

Tools & Creative Tech: Balsamiq, Adobe XD, After Effects, Photoshop, Illustrator, Blender, Unity (2D/3D), Git/GitHub

Languages: Italian (Native), English (Bilingual), Spanish (Advanced)