

Marco Mezzavilla

Design Engineer

hub@marcomezzavilla.com · marcomezzavilla.com · github.com/marcomezzavilla

Italy, remote · Available across EMEA

Design engineer with 10+ years of experience shipping digital products. I evaluate interfaces, identify what isn't working, and build working alternatives, from design to production code. Background in design, daily practice in front-end development. I close the gap between design intent and technical reality.

Experience

Iperstudio · Co-founder & Design Engineer · 2014 – Present

- Co-founded a collective of designers and developers; shipped 80+ projects for 50+ clients
- Lead projects end-to-end: strategy, design, prototyping, front-end implementation, and delivery
- Clients range from startups to international brands across fashion, culture, and technology

DatoCMS · Design & Front-end Development · 2024 – 2025

- Redesigned key sections (Marketplace, User Guides) improving discoverability and usability
- Migrated Next.js components to Astro (TypeScript), improving performance and maintainability
- Contributed to design consistency across product and marketing surfaces
- Work across design and codebase, eliminating handoff friction between design and engineering

Moku · UI/UX Designer · 2012 – 2023

- Introduced design thinking practices in an engineering-driven product agency
- Designed interfaces for complex Ruby on Rails and Angular applications
- Collaborated closely with developers to improve UX and streamline workflows

Multiplo · Front-end Developer · 2017 – 2022

- Collaborated closely with developers to improve UX and streamline workflows
 - Specialized in visually demanding projects for fashion and cultural institutions
 - Translated design concepts into responsive, accessible, high-performance web experiences
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Projects I made

WireGum · 2026

A lightweight commerce backend for connecting CMS-driven websites to Stripe.

Tearoff · 2026

Digital tear-off tab flyers. Designed, built, and launched independently on Product Hunt.

Prodottiny · 2025 – Present

An Italian community connecting creators, early adopters, and investors around new products.

Pin Garden · 2023 – Present

A minimalist, text-based and privacy-first bookmark manager built around constraints.

Skills

Design

Figma, UI/UX, Interaction Design, Information Architecture, Design Systems, Responsive Design, Accessibility.

Development

HTML, CSS, JavaScript (React, Astro, Next.js, SvelteKit), PHP.

Tools

Git, GitHub, VS Code, Cursor, CMS (DatoCMS, Kirby).

Process

Prototyping in code, cross-functional collaboration, end-to-end product delivery.

Education

Master's Degree, Design · IUAV University, Venice · 2012 – 2015

Bachelor's Degree, Industrial Design · IUAV University, Treviso · 2008 – 2011