



# Francesco

## UX/UI Designer

### LQA Tester

Portfolio  
[uxfol.io/francesco-gerbasio](https://uxfol.io/francesco-gerbasio)

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## Socials

 [Linkedin](#)  
[Francesco Gerbasio](#)

## Languages

 Italian |  English |  Spanish

## Skills & Tools

### UX Design

- User Interviews & Usability Testing
- Wireframing & Prototyping (Low-High Fidelity)
- Information Architecture & User Research
- Accessibility & Responsive Design
- UX Strategy
- Product Management

### UI Design

- Visual Design & Interaction Design
- Branding & Design Systems
- High-Fidelity Mockups & UI Kits

### Coding

Android Studio | Visual Studio |

HTML | CSS

### Tools

Figma | Adobe Creative Suite |

Framer | Play 2 | XLOC | JIRA |

Bonsai

## About Me

A **UX/UI Designer** specializing in **prototyping and usability testing**. My concurrent role in **Localization QA** offers a unique focus on **global accessibility and cultural context**. I combine design principles with rigorous QA testing standards to deliver polished, accurate, and truly **user-centric experiences**.

## Experience

### LQA Tester (Italian) | Universally Speaking

May 2025 - Present, Madrid

Executed end-to-end Localization Quality Assurance (LQA) for Italian videogames

- Conducted **meticulous proofreading** and **editing** of all in-game text, UI, and audio scripts to ensure **linguistic integrity** (accuracy, tone, and consistency).
- **Reviewed translated content** for cultural appropriateness and adherence to glossary/style guides.
- Identified, documented, and triaged LQA and functional bugs, leveraging **strong attention to detail**.
- Collaborated closely with development teams, performing **regression testing** on resolved issues to ensure definitive bug closure and prevent recurrence.

### Key Projects:

 **Dead Take:** [Surgent Studio](#)

 **Red Dead Redemption (2025):** [Rockstar Games](#)

### UX/UI Designer | Freelance

Jan. 2024 - May 2025, Remote

- Conducted **user interviews** and **usability tests** to improve design decisions.
- Created **wireframes, high-fidelity mockups, and interactive prototypes** using **Figma**.
- Developed **branding guidelines** to ensure a **cohesive user experience**.
- Optimized **user flows** for better **usability** and **accessibility**.

### Key Projects:

 **Cines Callao:** Enhanced trailer browsing experience, reducing user navigation time by 30%

## Education

### IT & Telecommunications

2019, Montesilvano (PE)

## Certifications

[W3C Accessibility Certificate](#) ↗

W3C

[UX Design Professional Certificate](#) ↗

Google

[UX/UI Design](#) ↗

Talent Garden