Damiano Plebani

Building and playing with digital interfaces
since 2005

Based in Bergamo, Italy
M: hello@damianoplebani.com

Experience

NOW

PagoPA

Design Engineer

Played a key role in shaping the new design system for the **IO app**, the official app for Italian public services used daily by millions. Worked closely with visual designers and mobile software engineers from concept to implementation. Led the effort to address critical UI technical debt, including the removal of legacy libraries.

Developed each component with a focus on playfulness, usability, and accessibility to enhance the app's overall quality.

Developed new PDF templates for payment notices and receipts, empowering the Italian public administration to generate millions of official documents for citizens with ease.

JAN 2022

DEC 2021

Sketchin

User Experience Engineer

Defined the design systems, along with other human interface designers and IT stakeholders, to limit back-and-forth with engineers and ensure visual consistency, effective design scalability, maintainability, and high-quality execution.

MAY 2018

Clients I've worked with: Banca Mediolanum, Axpo, Cerved, AMDL Circle (Michele De Lucchi), 24Ore Business School, Locarno Film Festival, Nexi.

APR 2018

MotorK

2016 Product Designer
2015 Design Intern

Design and development of the new DriveK design system (codenamed Shift) to ensure a strong and consistent visual language across the product line.

Organized workshops and planned DriveK design activities in sprints to streamline the design team's workflow. Worked closely with front-end engineers and, on some projects, under the direct supervision of the CFO and CTO.

JUN 2015

Past experiences

2008–09 · Web Designer/Developer at Nextre
2005–08 · Web Designer/Developer at OverDev

Education

2009—2013

Politecnico di Milano

Bachelor Studies in Communication Design

2003—2008

Istituto tecnico Pietro Paleocapa

High School Diploma in Computer Science

Skills

As a generalist at heart, I've been shaped by combined knowledge in these areas:

Human Interface Design
Drawing on the history of HCI and emerging patterns, I design contemporary, elegant, and playful interfaces.

Software Engineering
By quickly grasping technical complexities and constraints, I design effective and achievable systems that leverage platform strengths.

Graphic Design
Attention to visual order and a strong aesthetic sense ensure each interface is organized, clear, and enjoyable to interact with.

Recognition

2025 **ADI Compasso d'Oro International Award**
Honourable mention, IO App

2020 **iF Design Award**
Communication, AMDL Circle Website

Languages

Italian
Native

English
Intermediate

Last update
May 2026

