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Ivan Provenzale

A design manager with smiles and stories.

EDUCATION

IUAV University of Venice
MA Visual and Multimedia
Communication, Interaction
Design program

Venice, ITA | 04.2009

University of Siena
1-yr Master Design of
Communication Environments

Siena, ITA | 08.2006

University of Siena
BA Communications, Human
Machine Interaction program

Siena, ITA | 06.2005

LANGUAGES

Italian - native
English - full pro
German, Spanish - elementary

ACTIVITIES

Lectured and run workshops on design methods and tools at: SUPSI University of Lugano, CH; University of Modena and Reggio Emilia, ITA; University of Siena, ITA.

Hobby writer.

WORK EXPERIENCE

User Experience and Service Design pro with a solid background in research activities and extensive experience in the broader digital design practice. Over the last decade, I've been driving and making hands-on work with a wide range of industry leaders in the EMEA and US markets.

Specialties: Digital Transformation, Experience Strategy, Service Design, Interaction Design, Design Research, Workshop Facilitation, Critical Thinking, Storytelling, Concept Generation and Development, Multi-disciplinary Teams Leadership

MING Labs Creative Director

Berlin, GER | 10.2016 - present

Responsible for all design efforts of the Berlin creative team (10+). Directing digital transformation and business building programs, guiding corporate and start-up clients to success. Overseeing the structuring of design research, UX and service design offerings within the studio. Leading client engagements and team performance and growth from a design perspective. Reporting to Chief Creative Officer and working alongside Business and Tech global leadership to define new practices and to run established ones in all studios.

Fjord Senior Interaction Designer

Istanbul, TUR | 01.2015 - 06.2016

Project lead, resource planning/coordination and scoping of programs with a main focus on service design solutions for Europe and Middle East markets. Additionally led a design team of 5 -while also coordinating efforts with broader Accenture workstreams- in a new pop-up studio in Prague. Involved in business development and proactively set/contributed to IxD and studio cultural activities. Evaluated new resources and mentored designers.

frog Interaction Designer

Milan, ITA | 01.2011 - 12.2014

Involved -as hands-on designer and then skill-set lead- in both long and short term global projects, working on multi-channel solutions for Europe, North America, Middle East and Russia markets. As a researcher, I ran observations, interviews, workshops, benchmarking, evaluations and training. As an IxD, my effort ranged from envisioning systems to nailing microinteractions on services, digital and physical products.

Assist Digital UX Consultant

Milan, ITA | 06.2009 - 12.2010

Served as interaction designer and UX researcher for a worldwide intranet for an international banking group.

area/code Game Design Intern

New York, USA | 07.2008 - 09.2008

DeepBlue Human Factors Intern

Rome, ITA | 12.2004 - 02.2005