

## **Fausto Melchiorre**

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## **PROFILE**

Freelance product designer and full stack AI developer with a multidisciplinary background in UX/UI, 3D design, and interactive systems.

I build AI-powered digital experiences combining design, development, and automation. My work focuses on scalable content systems, vibecoding workflows, and real-time interactive applications across web, mobile, and emerging technologies.

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## **EXPERIENCE**

### **Senior Full Stack AI Developer & Webflow Developer**

Loon On The Moon (Freelance) — Remote, Abu Dhabi

Sep 2025 – Present

- Design and develop AI-powered digital experiences
  - Build full-stack solutions integrating AI workflows and automation
  - Develop Webflow websites with scalable content systems
  - Align brand storytelling with technical execution
  - Improve content production speed and consistency
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### **Product Owner / Vibe Coder**

Akanano (Figma Plugin)

2025 – Present

- Contributed to an AI image generation plugin powered by Google Gemini
  - Designed UX/UI and creative workflows for in-Figma image creation
  - Managed product direction, branding, and social campaigns
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### **Senior UX/UI & 3D Interactive Designer**

Caiz

2025

- Designed 3D animations and micro-interactions for web and mobile
  - Used tools such as Spline, GSAP, Lottie, and Framer
  - Collaborated with marketing and product teams on Web3 experiences
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### **Founder**

Anvibe

2025 – Present

- Founded a design lab focused on AI, vibecoding, and creative tools
  - Built experimental products combining UX, AI, and no-code systems
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### **Senior 3D Interactive Designer**

Wefi (Deobank)

2024 – 2025

- Led 3D content production for web, marketing, and social media
  - Delivered real-time interactive visuals and product experiences
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### **Freelance UX/UI & AI Designer**

Fiverr / Upwork

2024 – Present

- Delivered UX/UI design, AI-generated visuals, and 3D experiences
  - Worked across WebXR, AR, and real-time 3D platforms
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### **Senior UX/UI Designer**

Nocodo Studio

2023 – Present

- Developed design systems and no-code product solutions
  - Worked on UX/UI, SEO/ASO, and product strategy
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### **3D Designer Tester / UX/UI Designer**

Vectary

Jan 2023 – Apr 2024

- Tested 3D platform features and identified bugs
  - Improved onboarding UX and interactive workflows
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### **UX/UI Designer**

Infinity Audio, Malta

2022

- Designed 3D concepts for digital and physical interfaces
  - Created photorealistic mockups and app redesigns
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### **Product Designer / UX/UI Designer**

Re Mago, Rimini

2020 – 2021

- Designed UI and 3D experiences for collaboration software
  - Worked with major hardware ecosystems (Epson, Samsung, Ricoh)
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### **Freelance Designer**

Idro51 / Samilo Lab

2014 – 2020

- Created 3D visualizations for international design projects
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### **Commercial Director & Co-Founder**

Mezzo Magazine

2010 – 2013

- Managed marketing, sales, and editorial production
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## **EDUCATION**

### **Master of Advanced Studies in Interaction Design**

SUPSI, Lugano

2017 – 2018

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### **Bachelor in Industrial Design**

ISIA, Pescara / Rome

2014 – 2017

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## **SKILLS**

- UX/UI Design
  - Web Design & Webflow
  - Full Stack Development (AI-focused)
  - Design Systems
  - 3D Modeling, Rendering, Animation
  - CSS / JavaScript
  - Video Editing
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## **TOOLS**

- Cursor AI, Bolt, Lovable
  - Figma, Sketch, Adobe XD
  - Webflow
  - Cinema 4D, V-Ray, Corona
  - Spline, Vectary
  - Midjourney, Krea AI
  - Adobe Suite
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## **LANGUAGES**

- Italian (Native)
- English (C1)

- Spanish (A1)
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## **AWARDS**

- Interaction Design Award Finalist (2019)
- Telegram X Contest – 4th Place (2022)
- 4Books UX Project Recognition