

Ciao

I'm **Nicola Galberti** and
this is my [Portfolio](#).



Something about me

I'm a **Design & Engineering** student at **Politecnico di Milano**, with a background in **mechanical engineering**. Engineering taught me the **method**, design opened me to **creativity**: a balance I seek in every project.

I'm currently working on the **UX/UI** of **Givit**, an app born from an Enactus project, where sustainability meets entrepreneurship. I started 2025 with an **Erasmus** in Aarhus, **Denmark**, where I'm deepening my focus on IT Product Development and exploring the **intersection of design, technology, and engineering**.



I'm **curious, detail-oriented** and **passionate** about anything I can design, improve or reinvent.

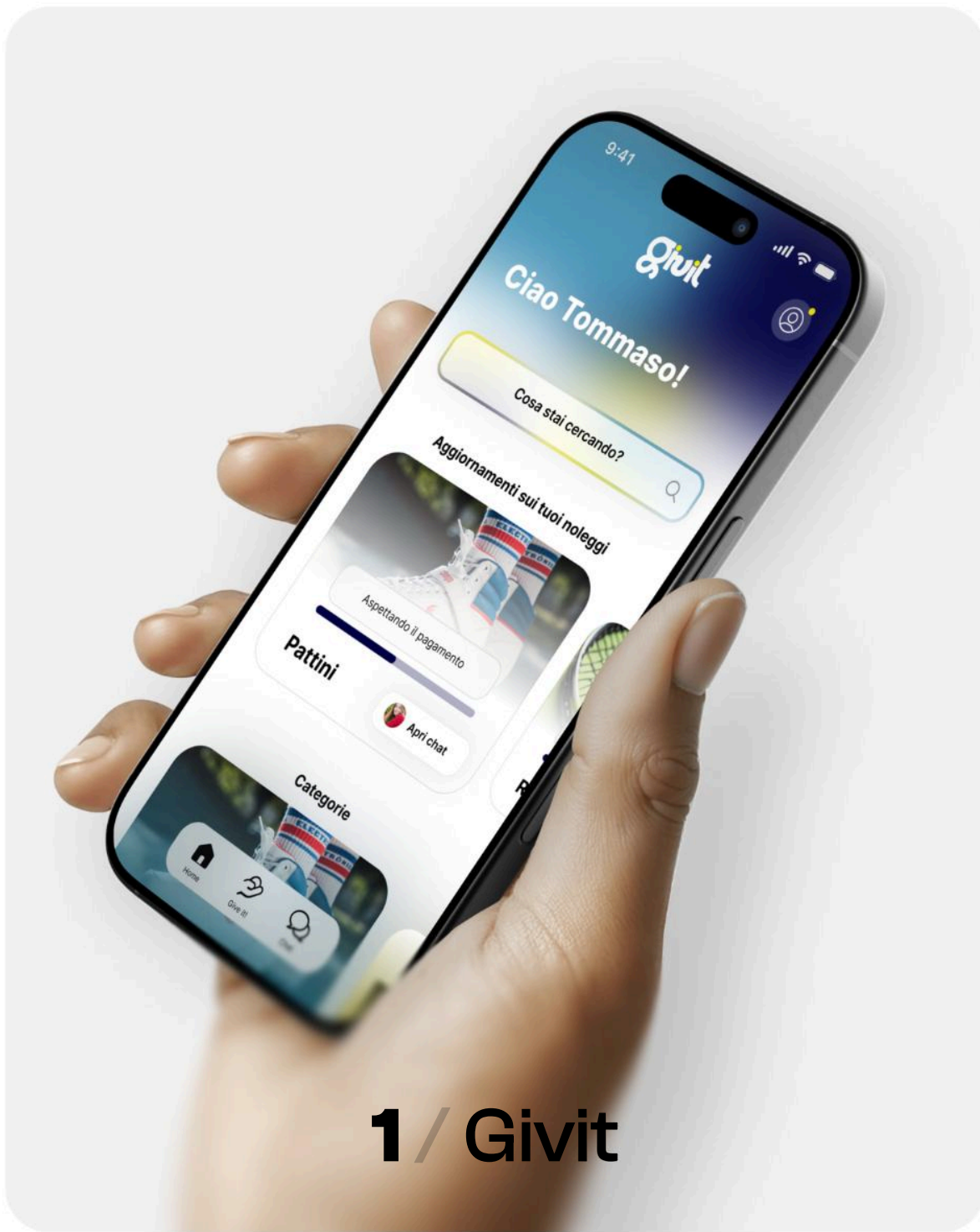
[Complete CV ↗](#)

Education

- Jan - Jun 2025  IT Product Development, Aarhus University
Master's Degree in IT Product Development / Erasmus Experience
- 2023 - now  Design&Engineering, Politecnico di Milano
Master's Degree in Design&Engineering
- 2020 - 2023  Mechanical Engineering, Università degli Studi di Trieste
Bachelor's Degree in Industrial Engineering

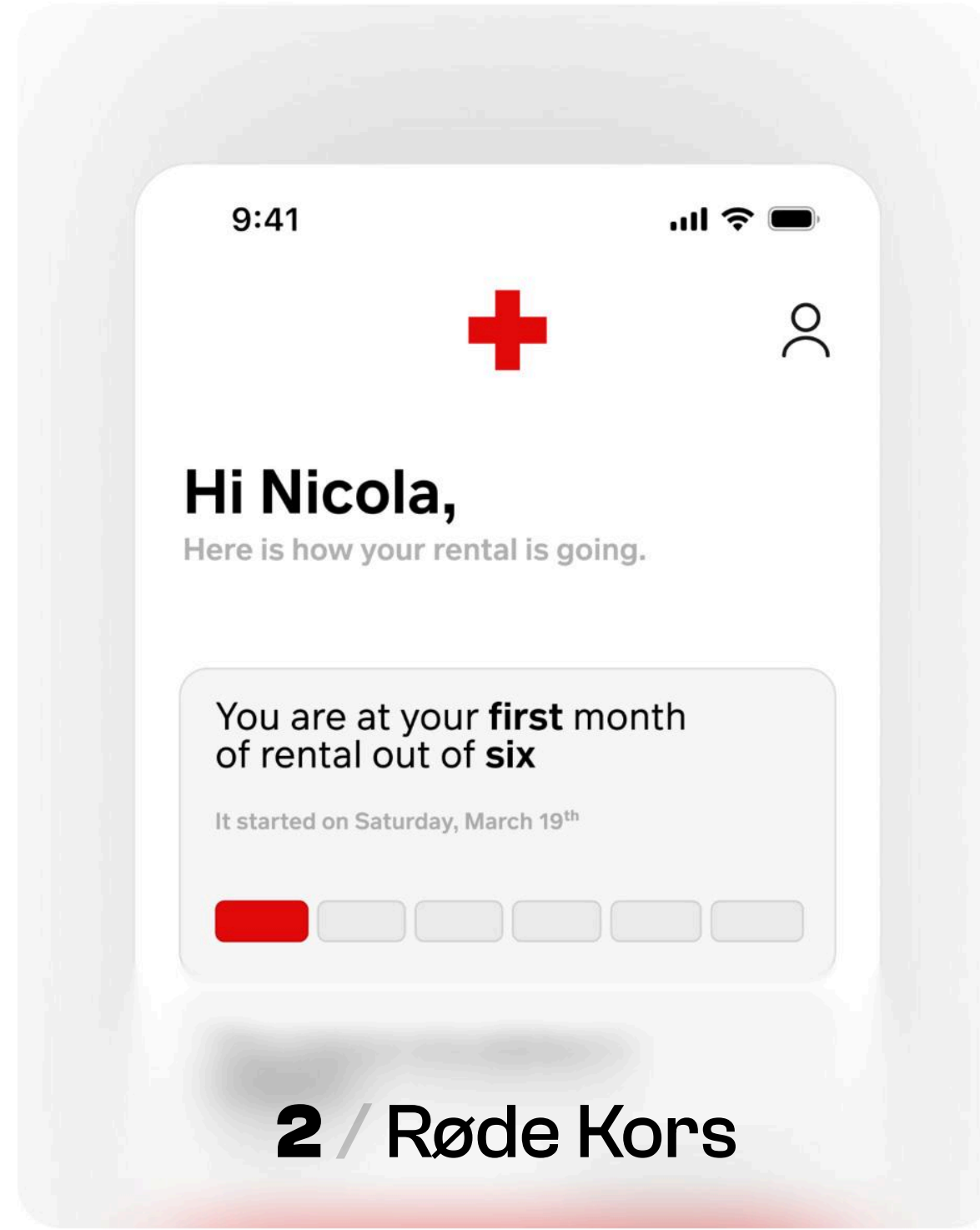
Experience

-  **Givit / Co-Founder & Designer** Remote
2023 - present
-  **Enactus UniTs / Designer** Trieste (TS)
2023



1 / Givit

UX/UI



2 / Røde Kors

UX/UI



3 / Ambrogina

Product



4 / Micropure

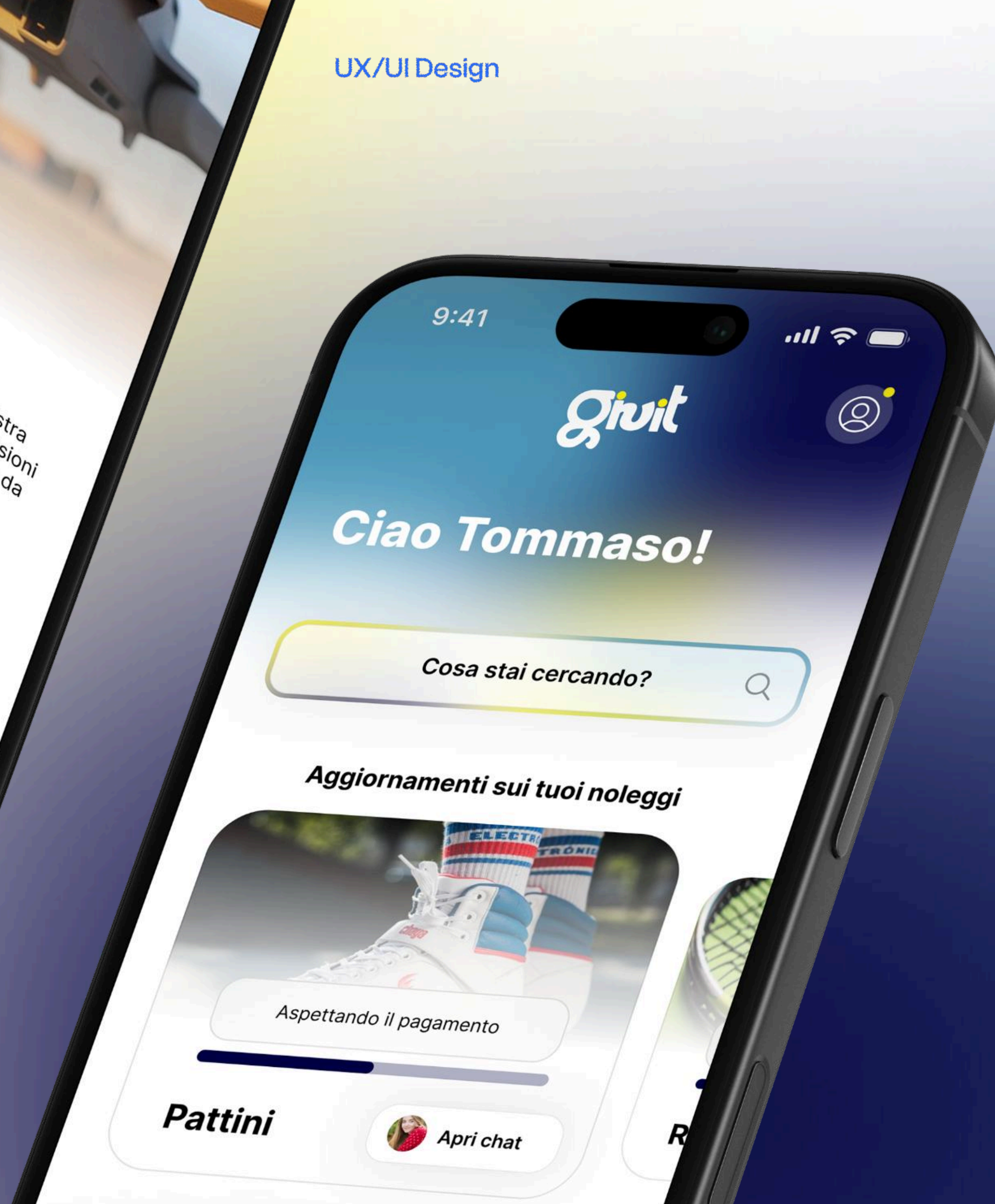
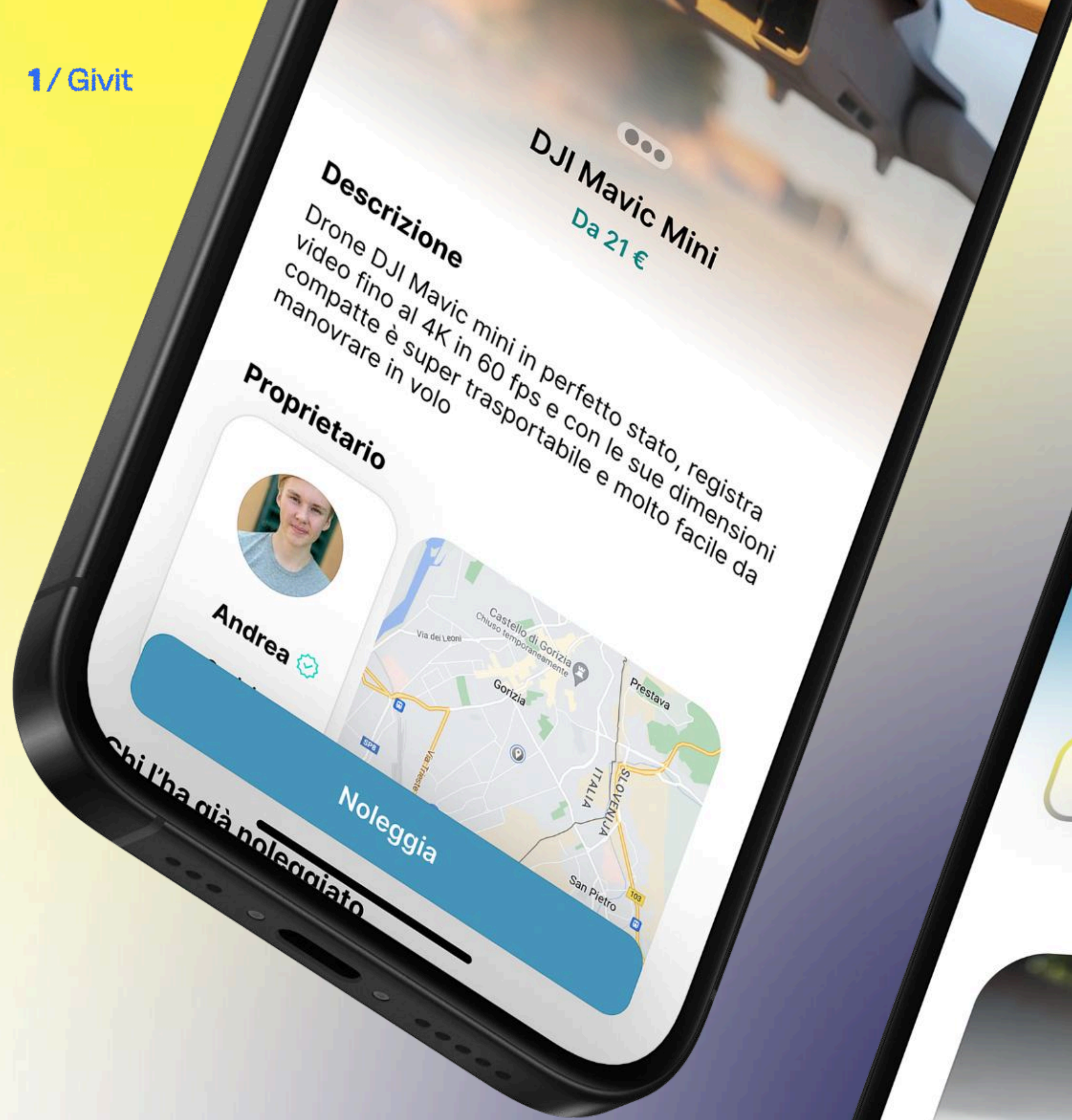
Product

4 projects

that represent me

givit

✿ The **app** that lets you **rent** that one item you've always wanted to use but never made sense to buy.



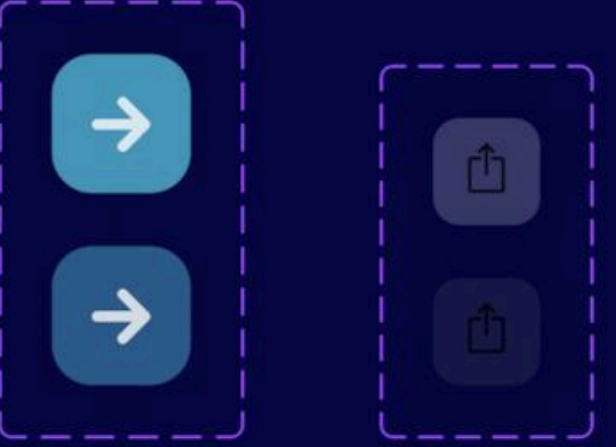
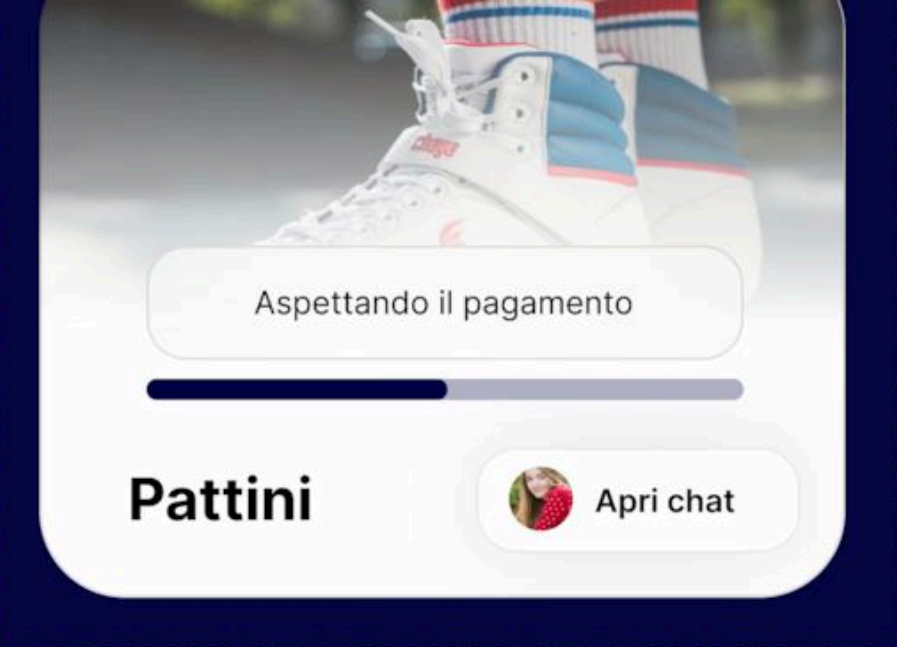
We use only 20% of the items we own.

This already surprising fact was our main reason for creating a **peer-to-peer rental service**. The goal is to give people the chance to rent out the many **items they rarely use** and potentially turn them into a steady source of income.





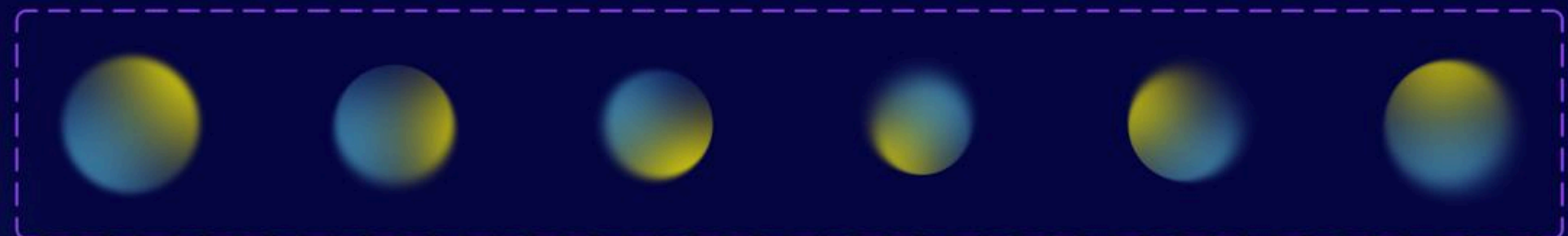
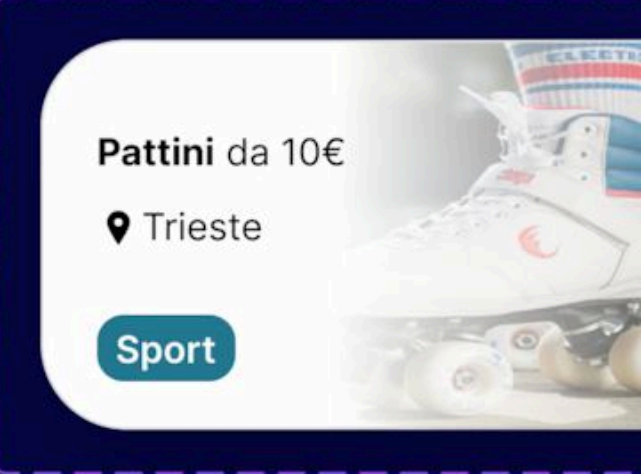
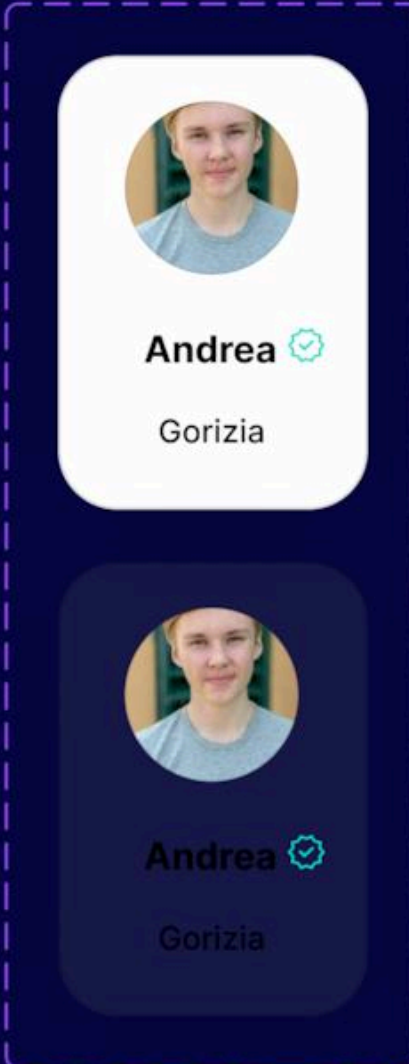
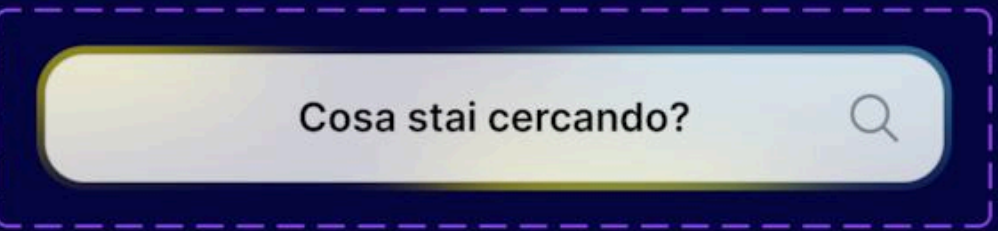
UX/UI Design

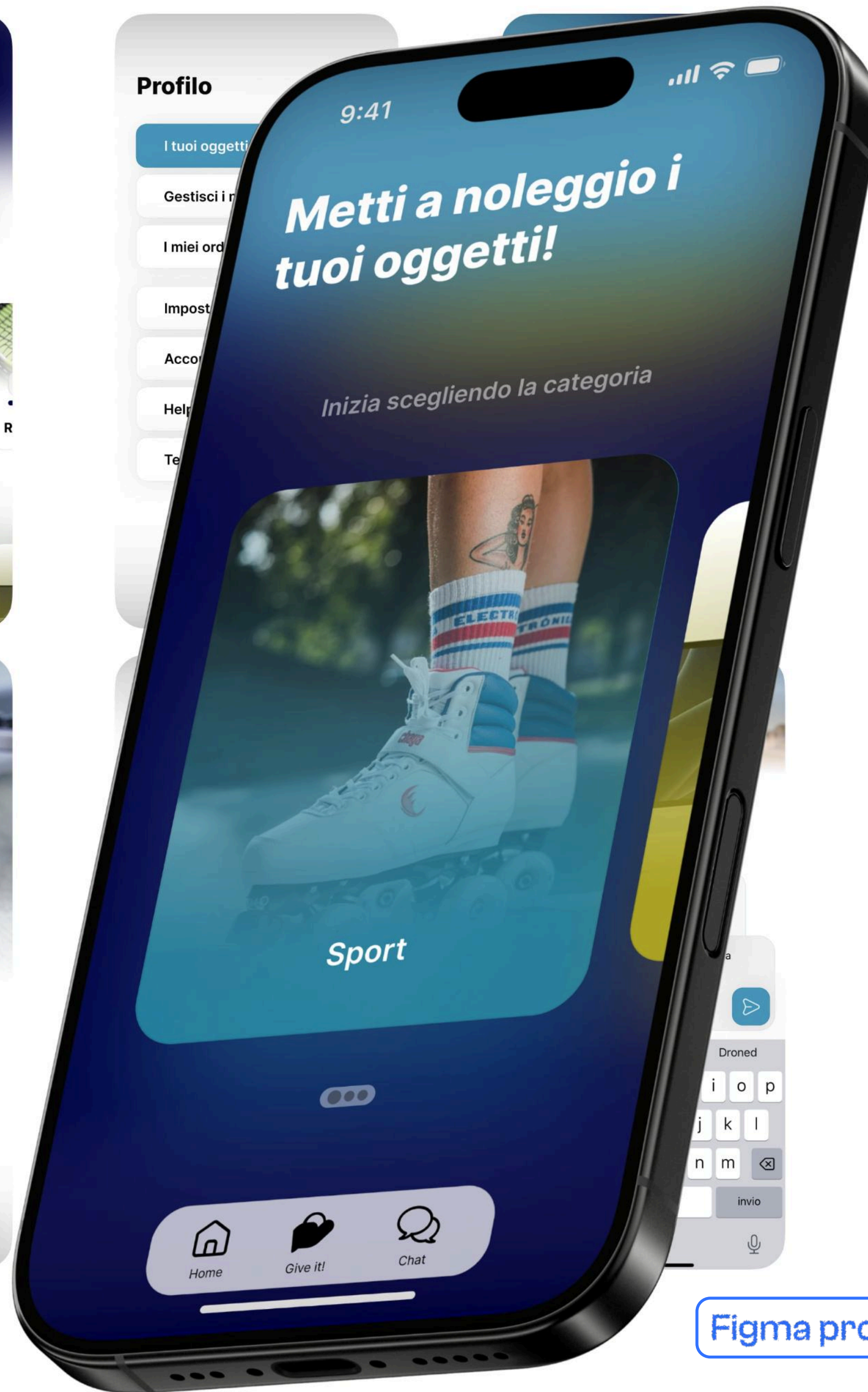
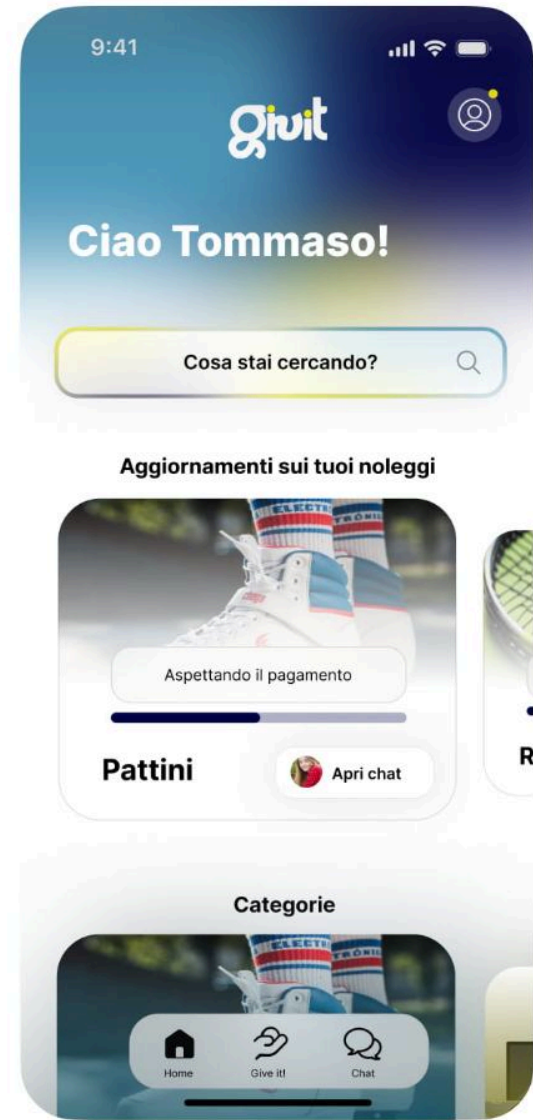
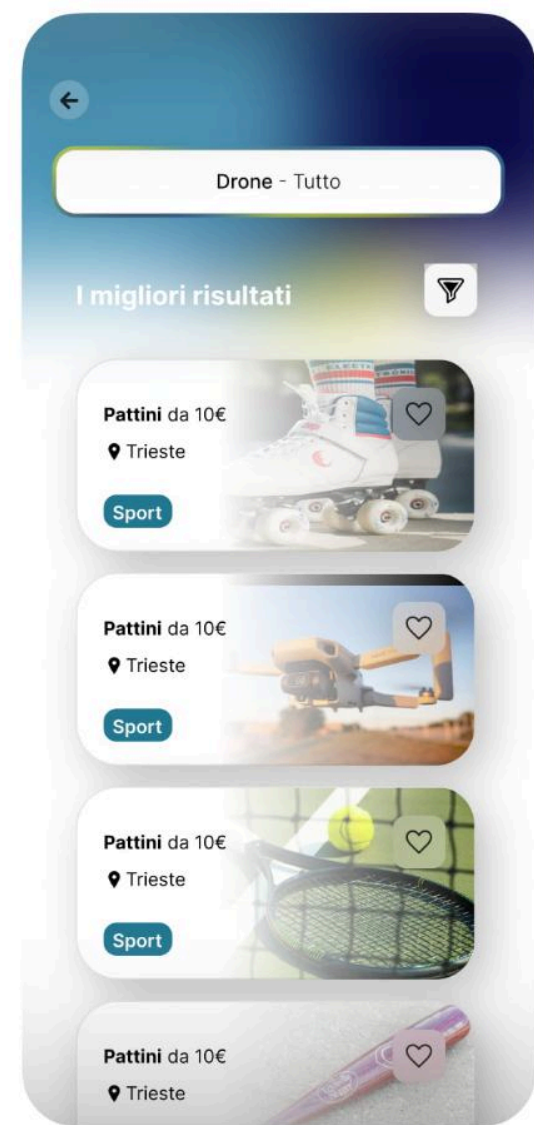


After **carefully studying the market** and making **extensive use of mapping methods** like user personas, user journeys, customer journeys, service blueprints, and ecosystem & value exchange mapping, I started **prototyping the app**.

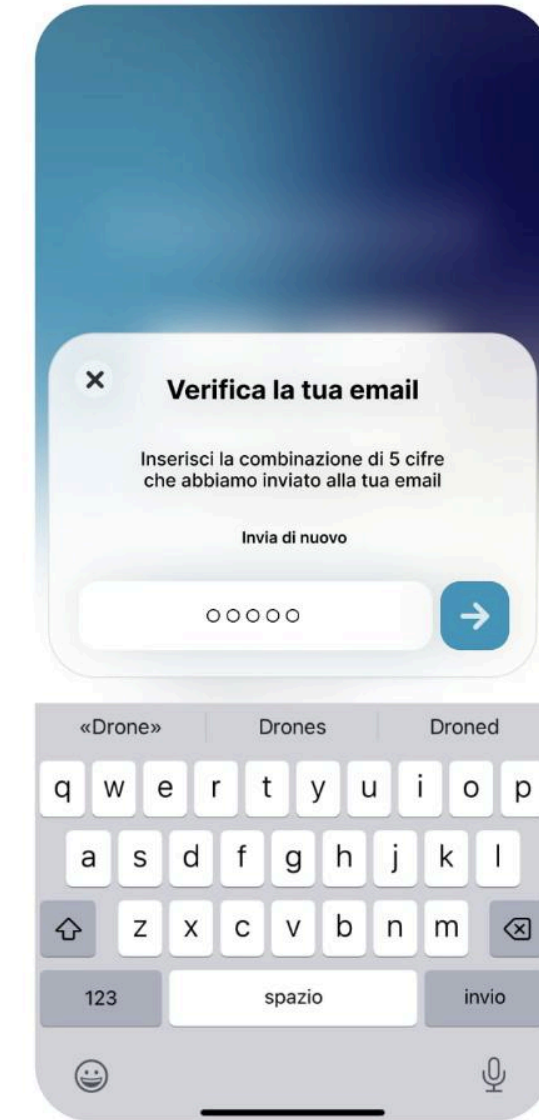
Together with the team, **reviewing, iterating, and tweaking** the logic and user experience **countless times**, we reached a result we're extremely proud of, which has received positive feedback in the tests so far.

We constantly kept the user in mind, aiming to make the **experience intuitive and familiar**, while ensuring the app's **personality** always stood out.





Figma prototype





Our biggest achievement so far was **winning the Investor Day in Rome in May 2024**, organized by Enactus in collaboration with WDA. As part of the prize, we received an **acceleration program** and financial support, which helped us move forward with the project.

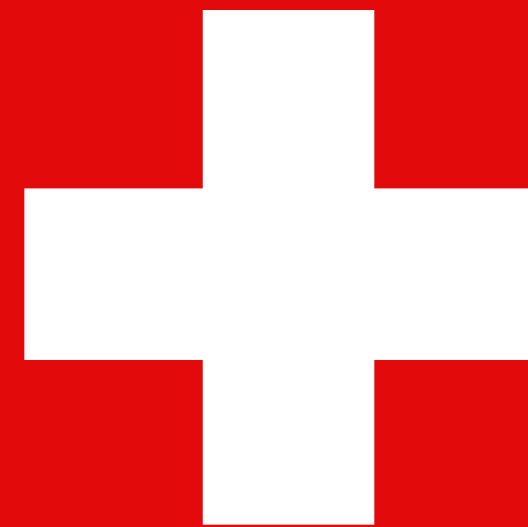


me!

Next steps

The app is currently **under development** and is expected to launch by the end of 2025. I handle all **design aspects**, from **UX/UI** and **branding** to **social media content** and the **website**, which is also in progress.

 But what does the **Red Cross** have to do with IT Product Development?



A bit of context

During my **Erasmus experience in Denmark**, I took part in a university course that annually aims to create IT products in partnership with professional organizations. In my case, it was the Red Cross (or, in Danish, **Røde Kors**).

To fund their humanitarian activities, they operate a **business based on donations and the resale** of clothes and various items, from electronics to furniture. They have around 200 stores and 10,000 volunteers spread across Denmark.



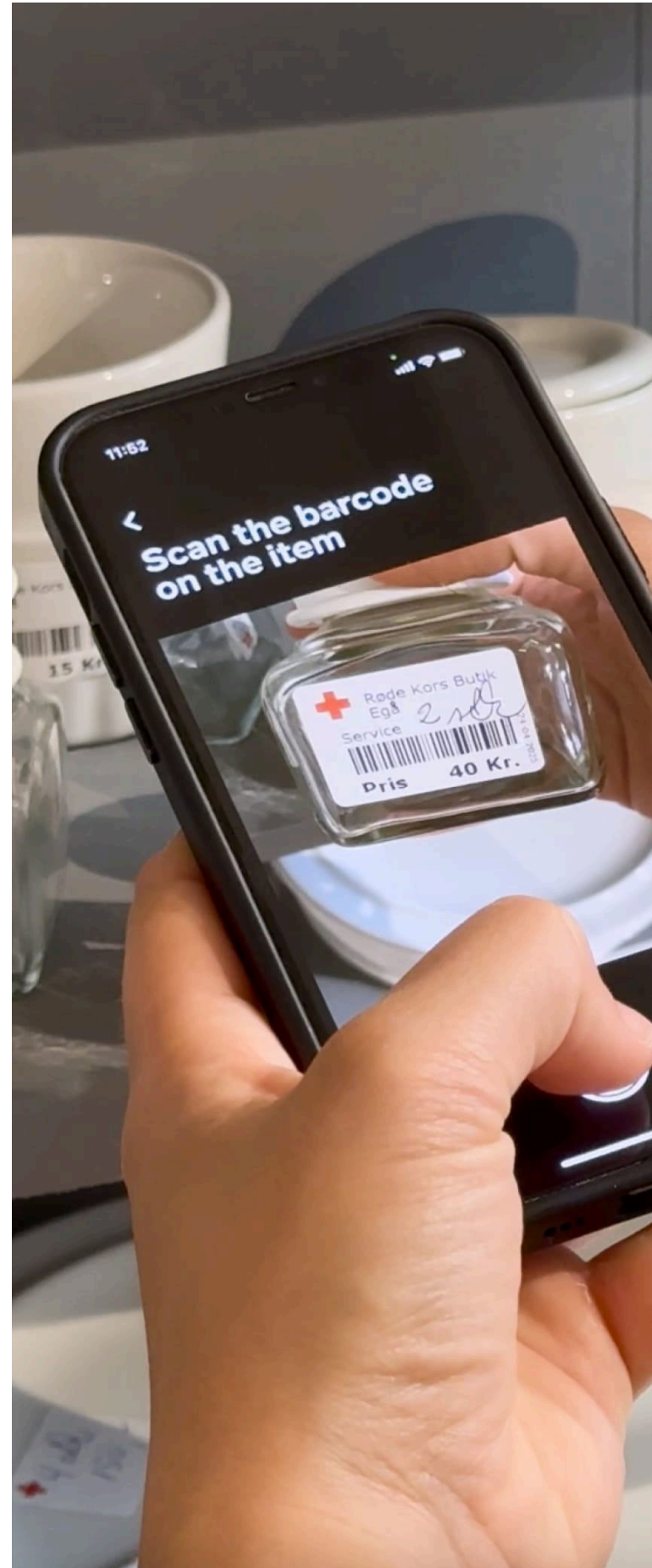
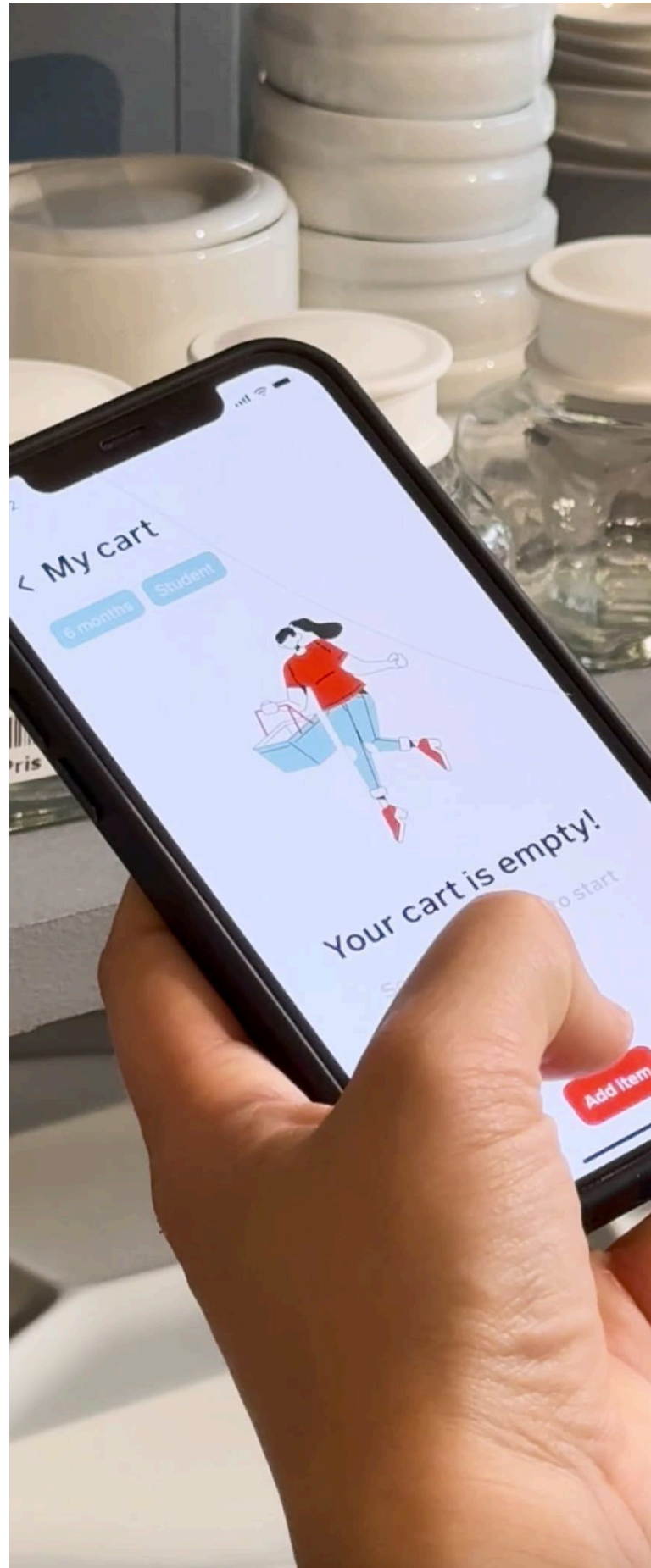
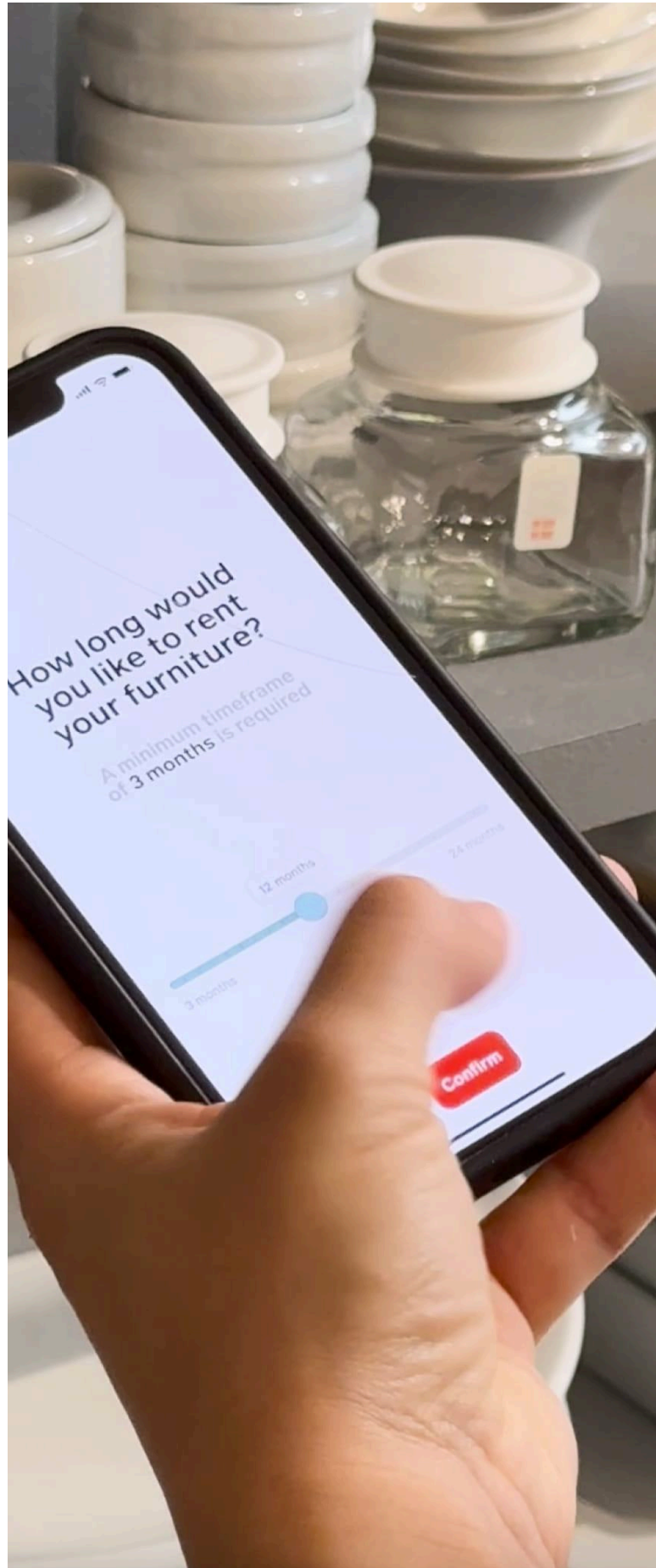
Student apartments that are rented out unfurnished.

In Denmark, it's almost always like this: I myself had to go to IKEA the day after arriving to furnish my room!

A huge waste, considering that everything I bought was only used for my six-month stay.

Especially furniture!

Red Cross with warehouses full of unsold donations.



Mobile App for students

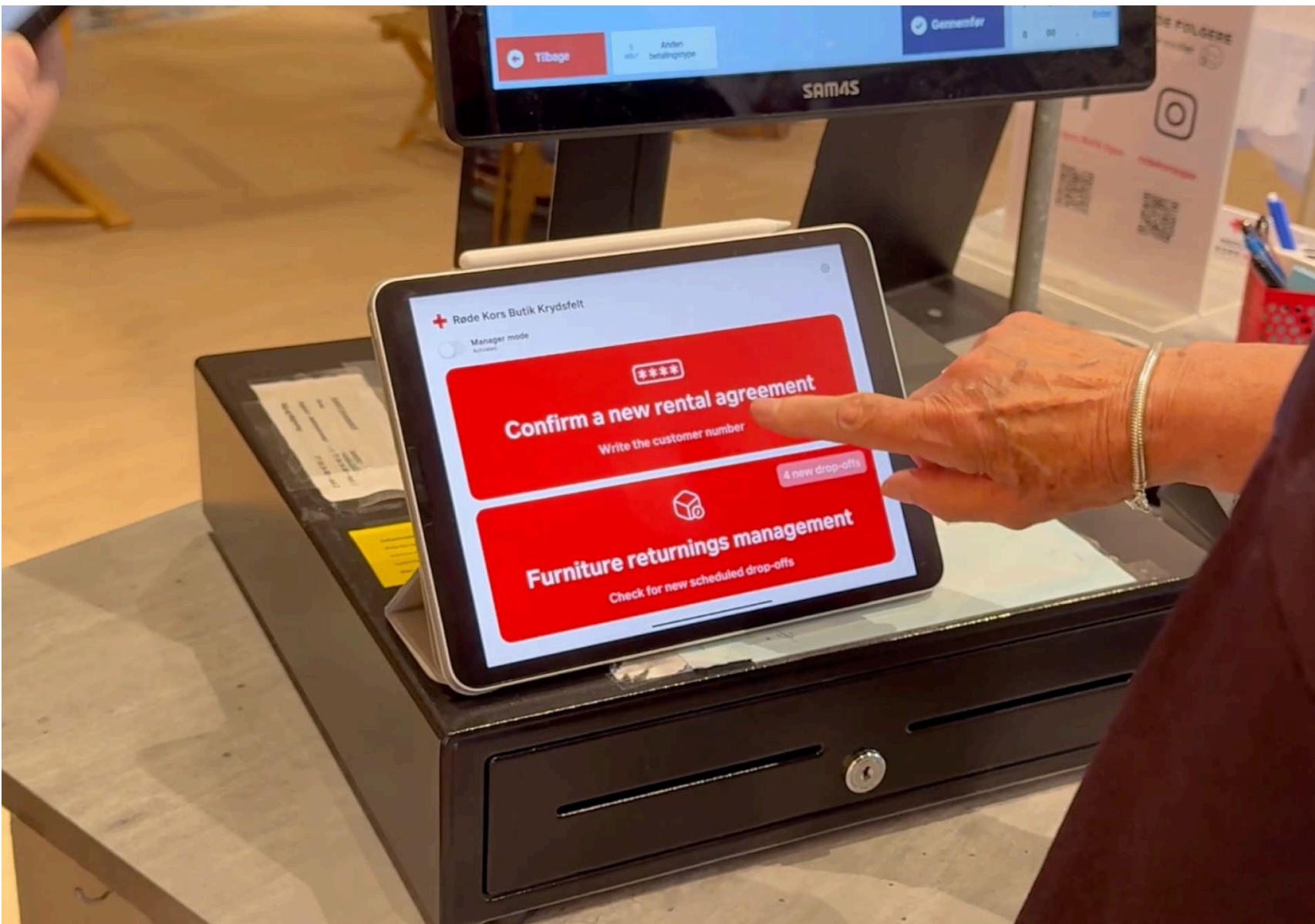
- An app to **scan in-store the items and furniture** needed to furnish your room. You pay for everything as if you're buying it, but at the end of your stay, you get **50% back upon return.**

A smart way to get everything you need, spend less, and not worry about how to dispose of things when it's time to go back home.

UX/UI design on **Figma**

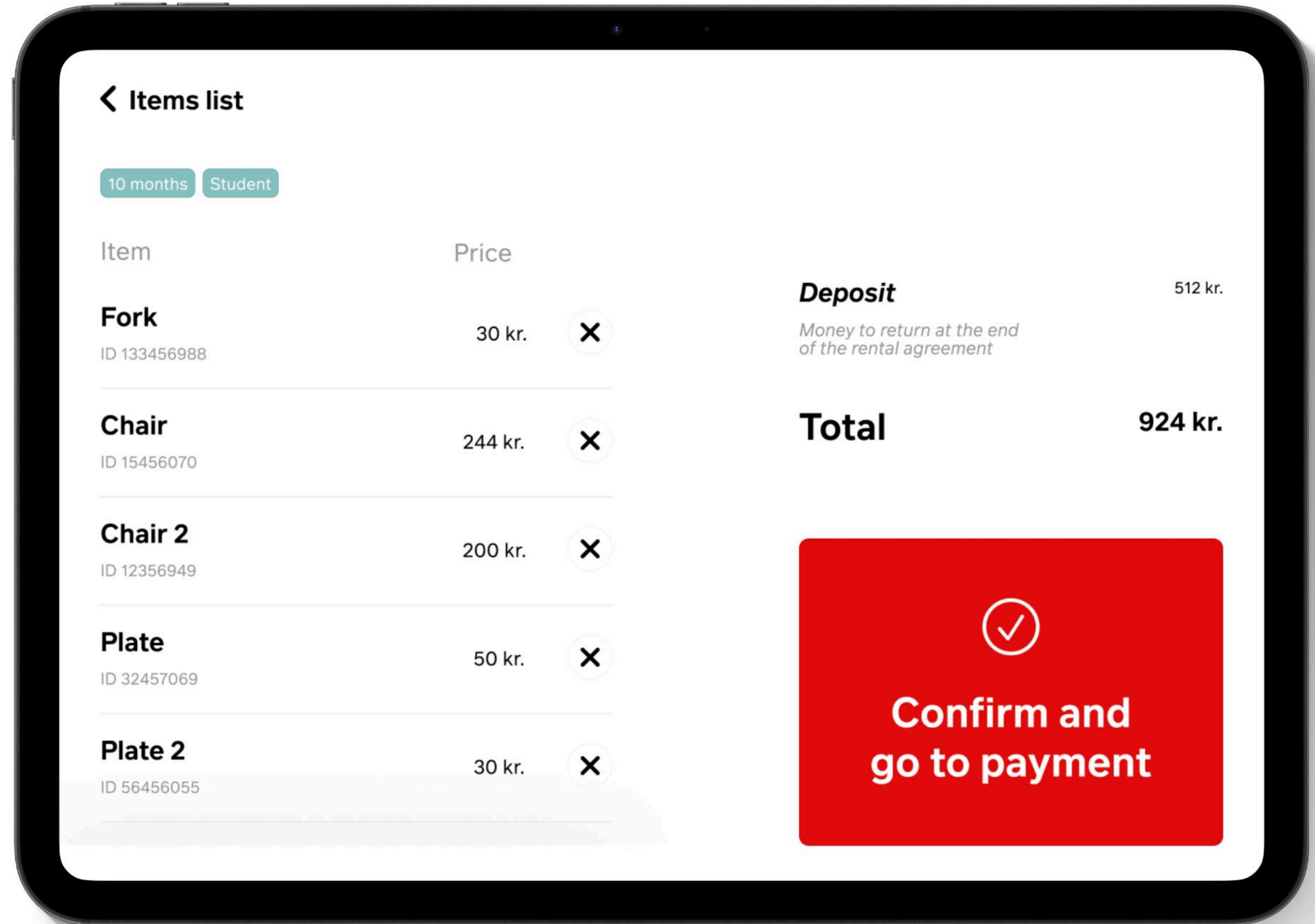
Prototyping for testing phase on **ProtoPie**

Real-life testing in store



Large-sized UI elements

The average age of volunteers is 76!



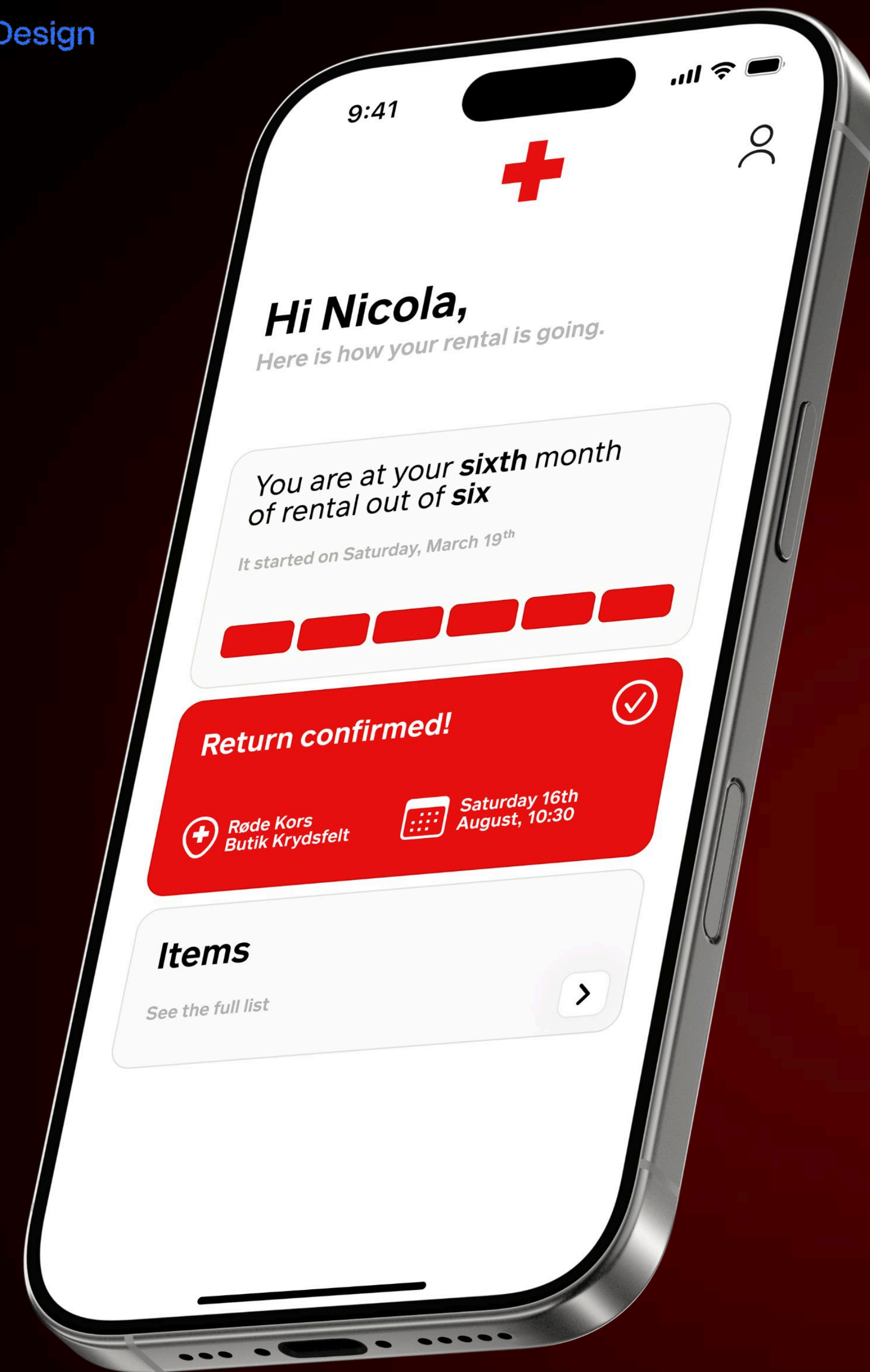
Management app for volunteers – iPad version

Next steps

Both apps, volunteer and student-facing, **were tested with real users in their actual usage context** and received positive feedback. This was possible thanks to the high fidelity of the prototypes, connected to real APIs and a product database.

The next steps, beyond developing the final apps and releasing them on the Stores, involve building **awareness**: students need to know about the service before arriving in Denmark, or it risks being completely overlooked in favor of competitors like IKEA.

We discussed this and other financial aspects extensively with Red Cross representatives. These various dimensions—from technical to economic to relational—made this **experience extremely valuable for my personal and professional growth.**





Quick lunchboxes without junk?

Compact containers

easy to clean

Efficient steam generation system

Separately adjustable cooking times

Faster cooking



ambrogina

is a **food steamer** designed to offer a contemporary take on the traditional "**schiscia**", the classic lunchbox.

This product allows **individual control of multiple containers** during cooking and easy transport for use outside the home, optimizing functionality and promoting a **healthy, balanced lifestyle.**





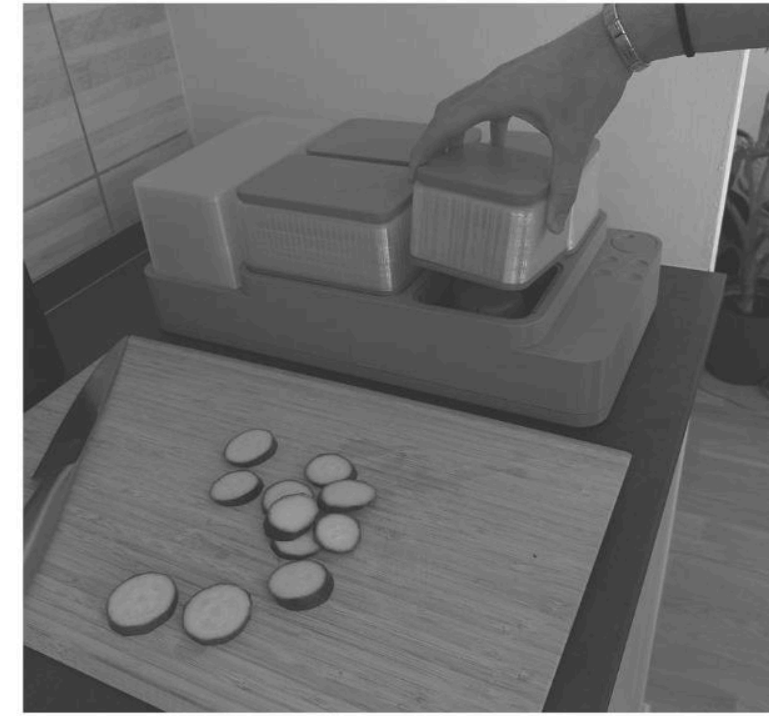
Cutting and preparing food



Putting food into the container



Closing the container with the perforated lid for cooking



Flipping the container and placing it into one of the four slots



Filling the water tank



Closing the water tank



Insert the water tank into its compartment



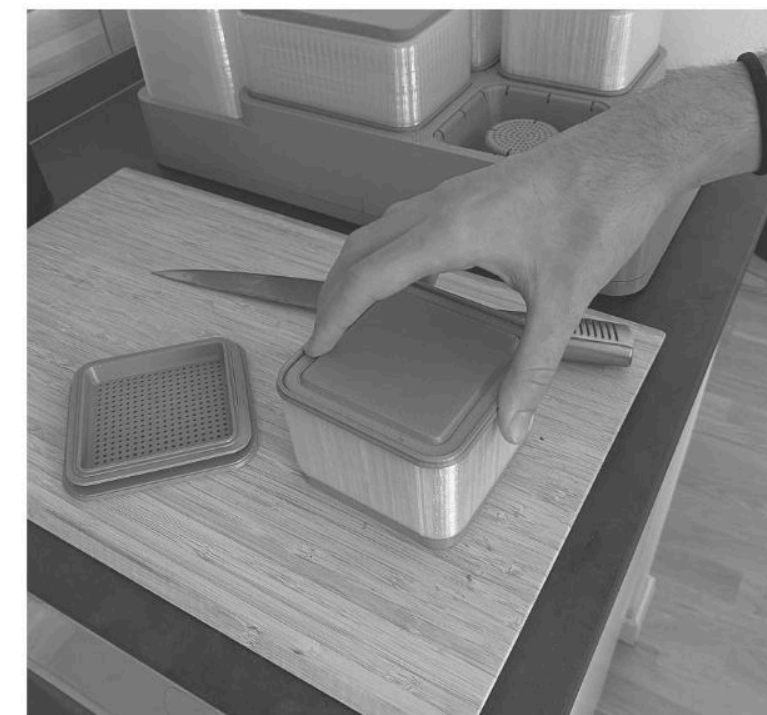
Select one of the 4 slots you want to heat up



Set the cooking timer



When cooking is finished, remove the container




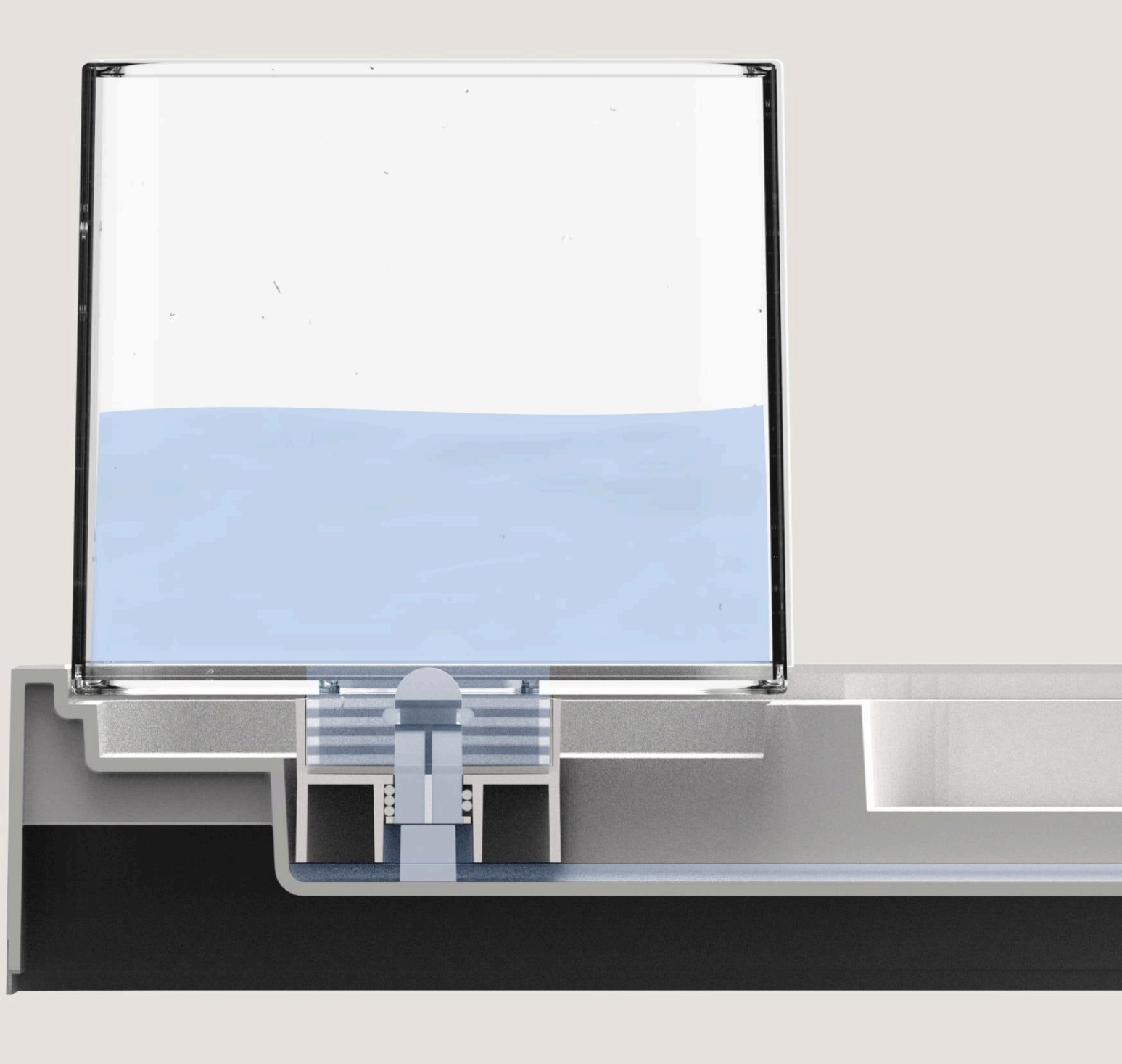
Replace the lid with the solid one for transport



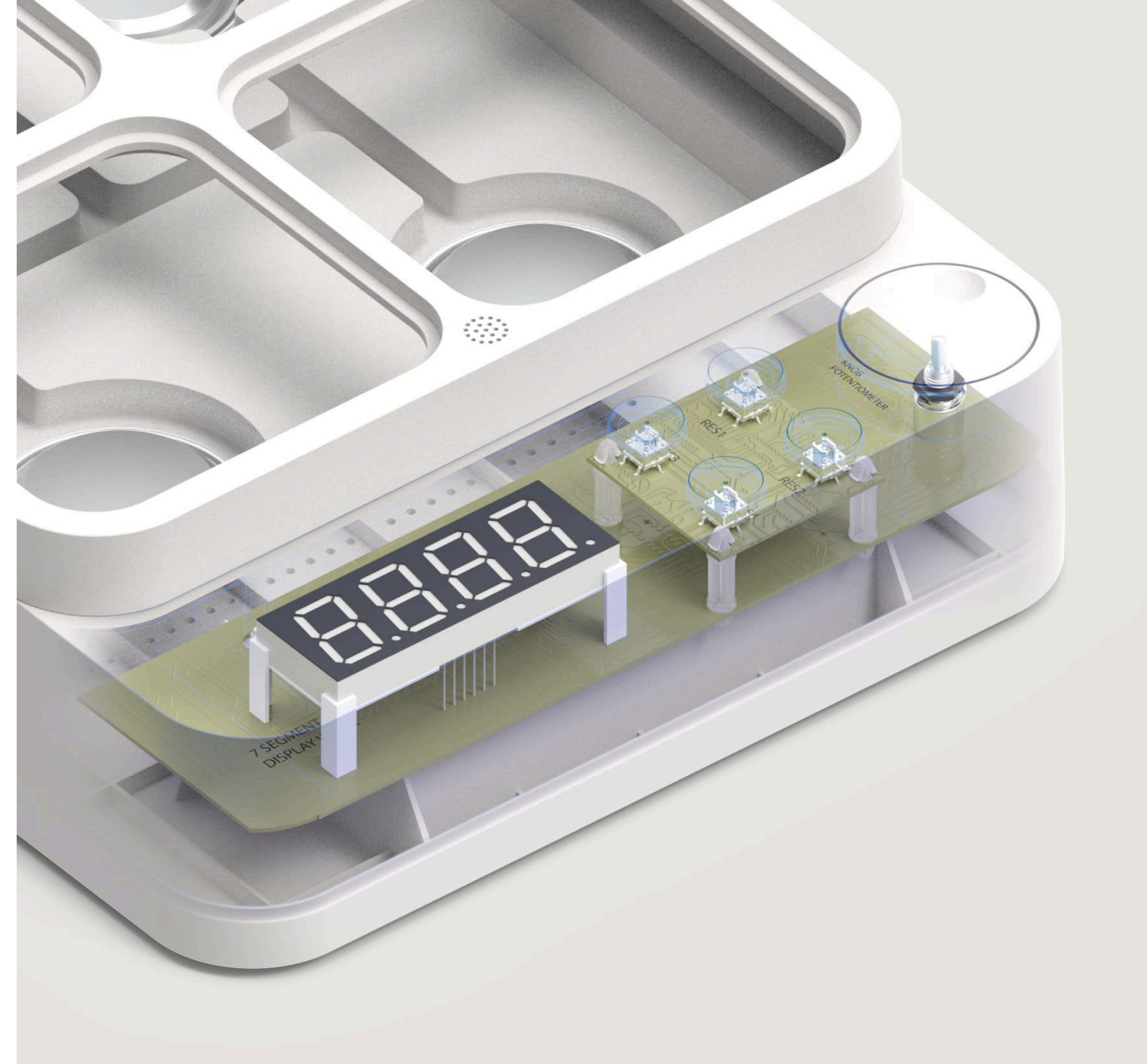
Put the lunch container in your backpack and leave the house



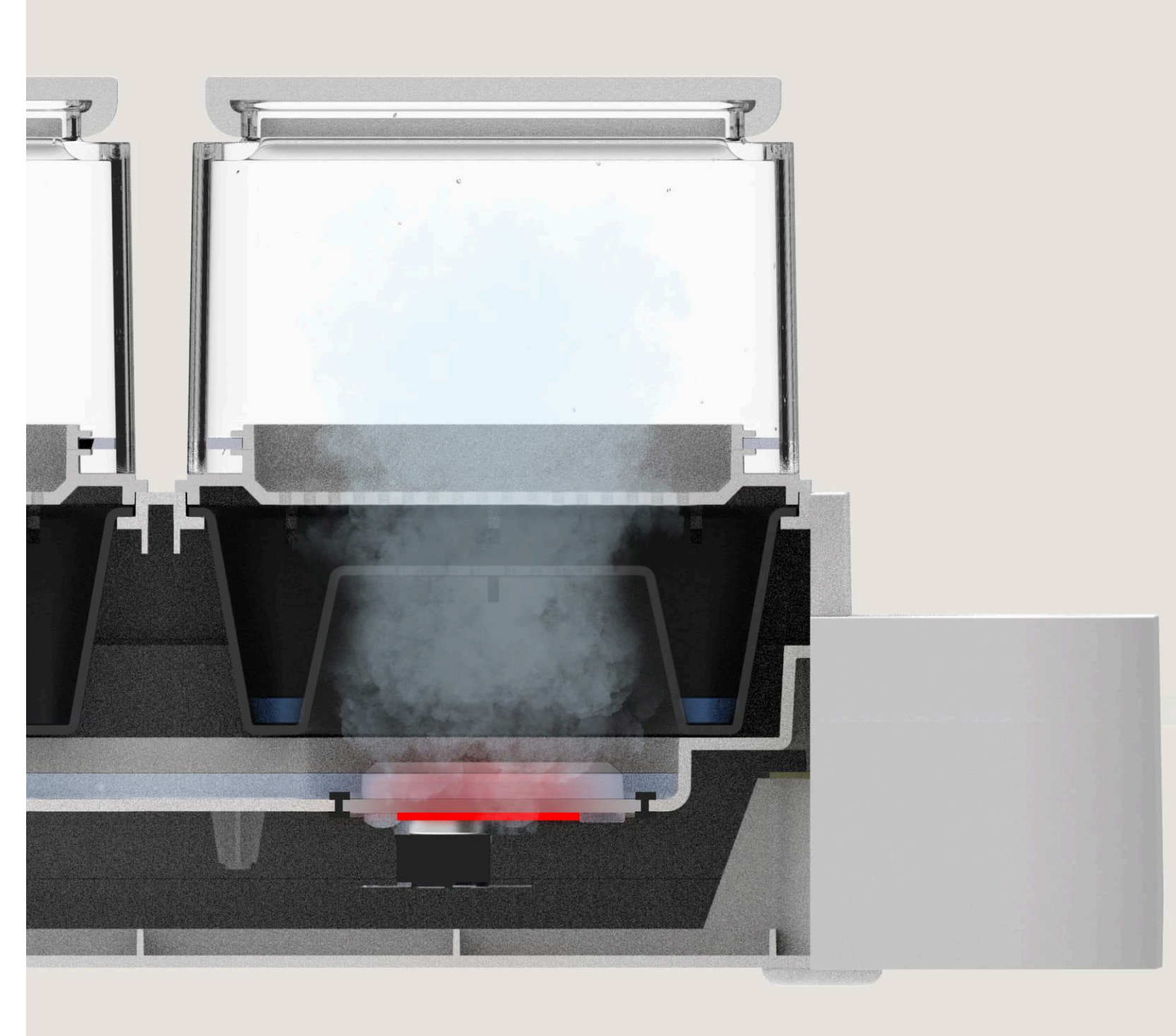
 Materials optimized for the specific application



Safety valve to prevent leaks



Internal electronics with detailed engineering





Heating elements precisely sized

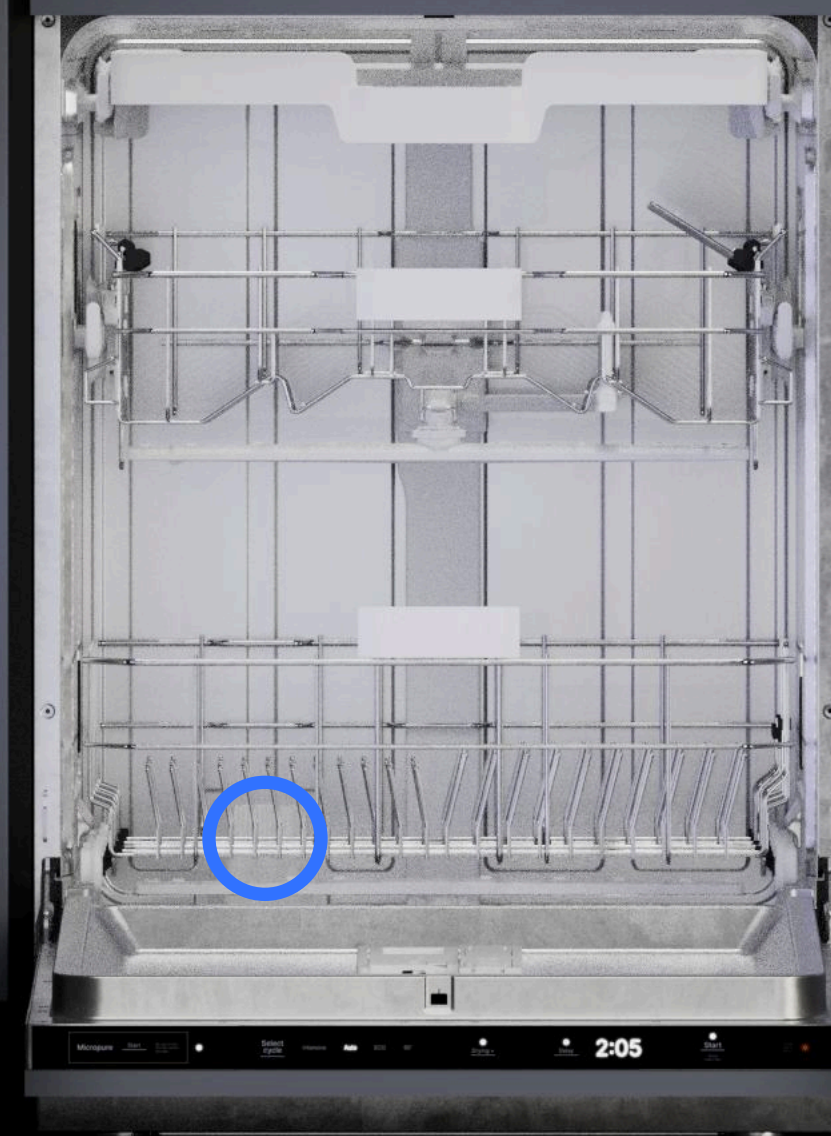


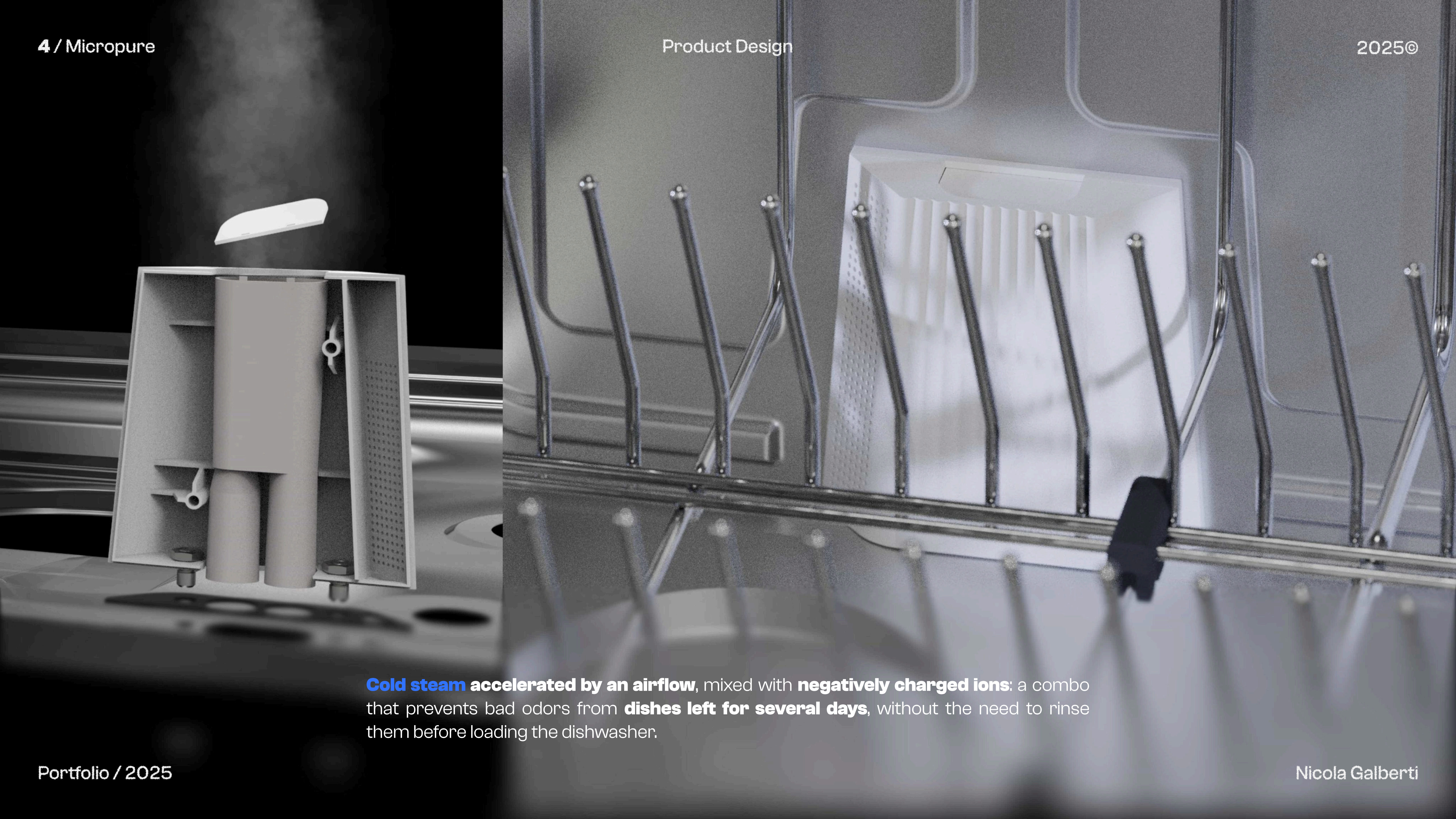
🌸 The everyday companion that combines **healthy meals** with the **fast pace** of urban life

micropure dishwasher

In collaboration with  Midea

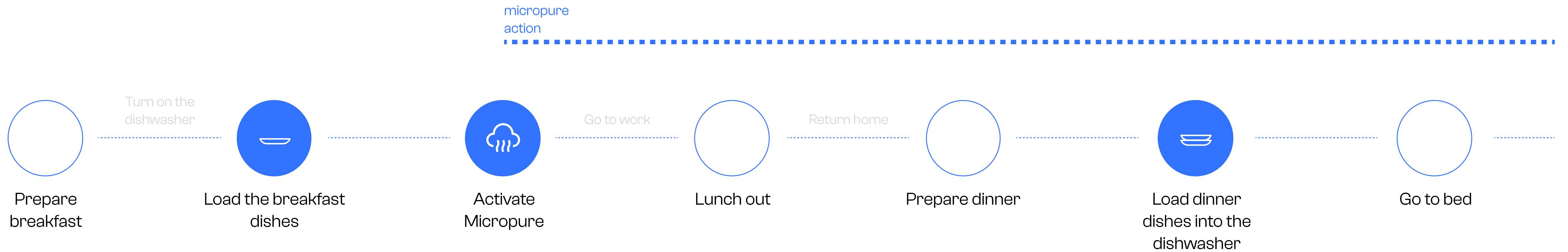
 Everyone eventually encounters **bad odors** coming from the dishwasher. micropure **naturally prevents their formation** without any waste.



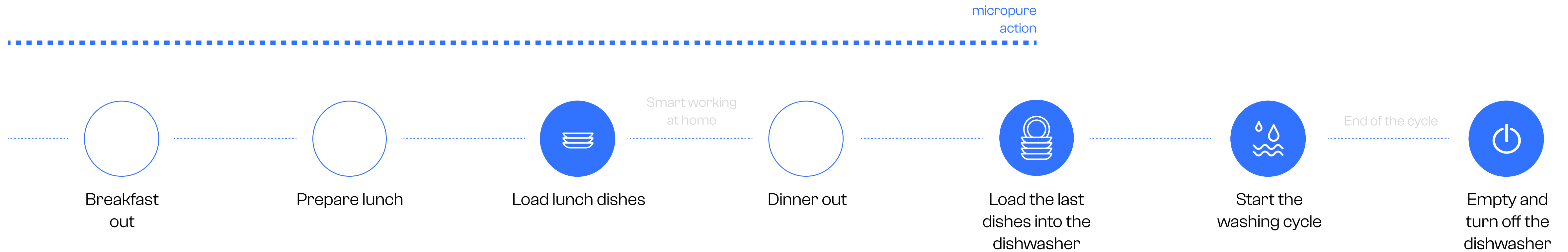


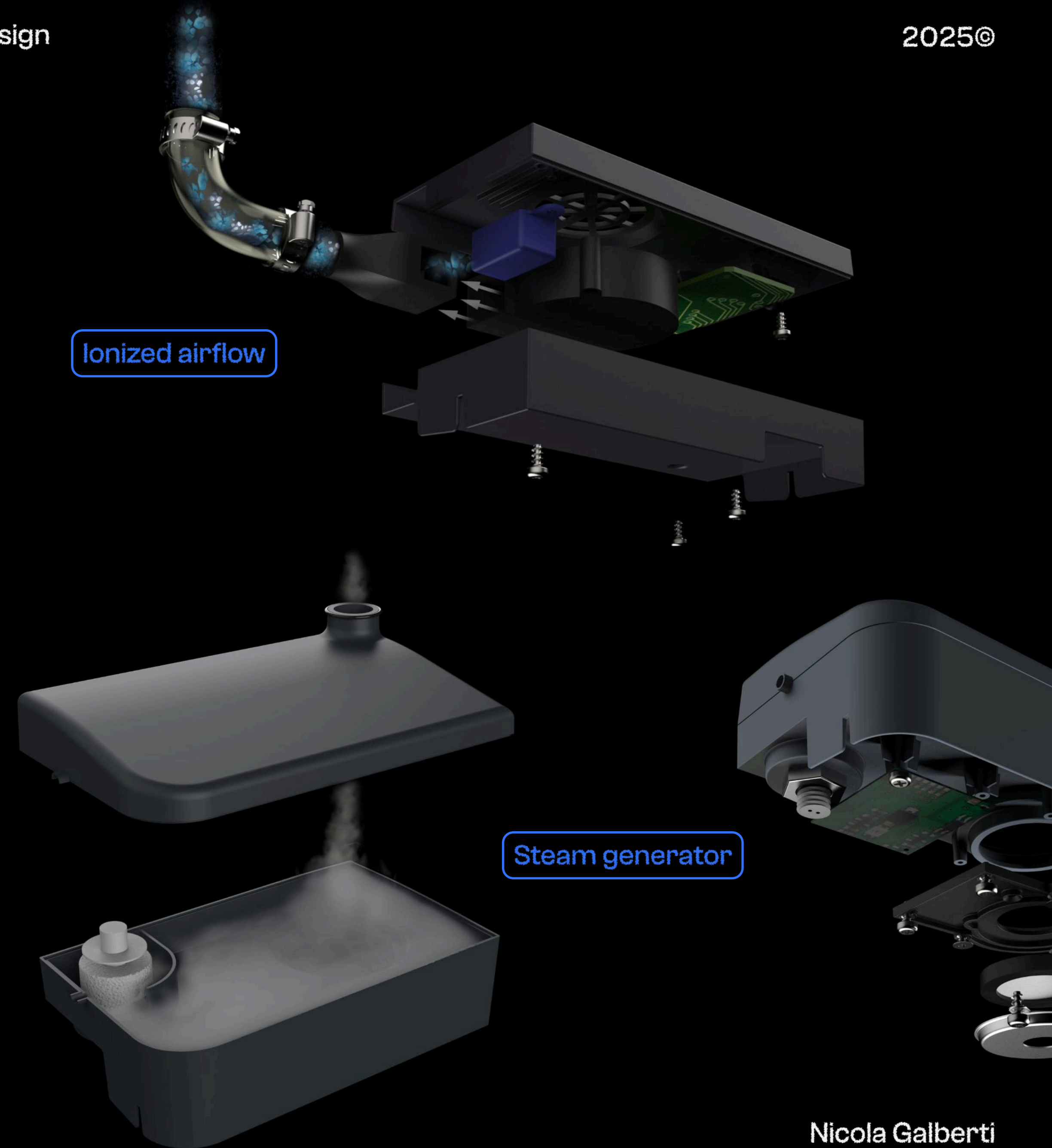
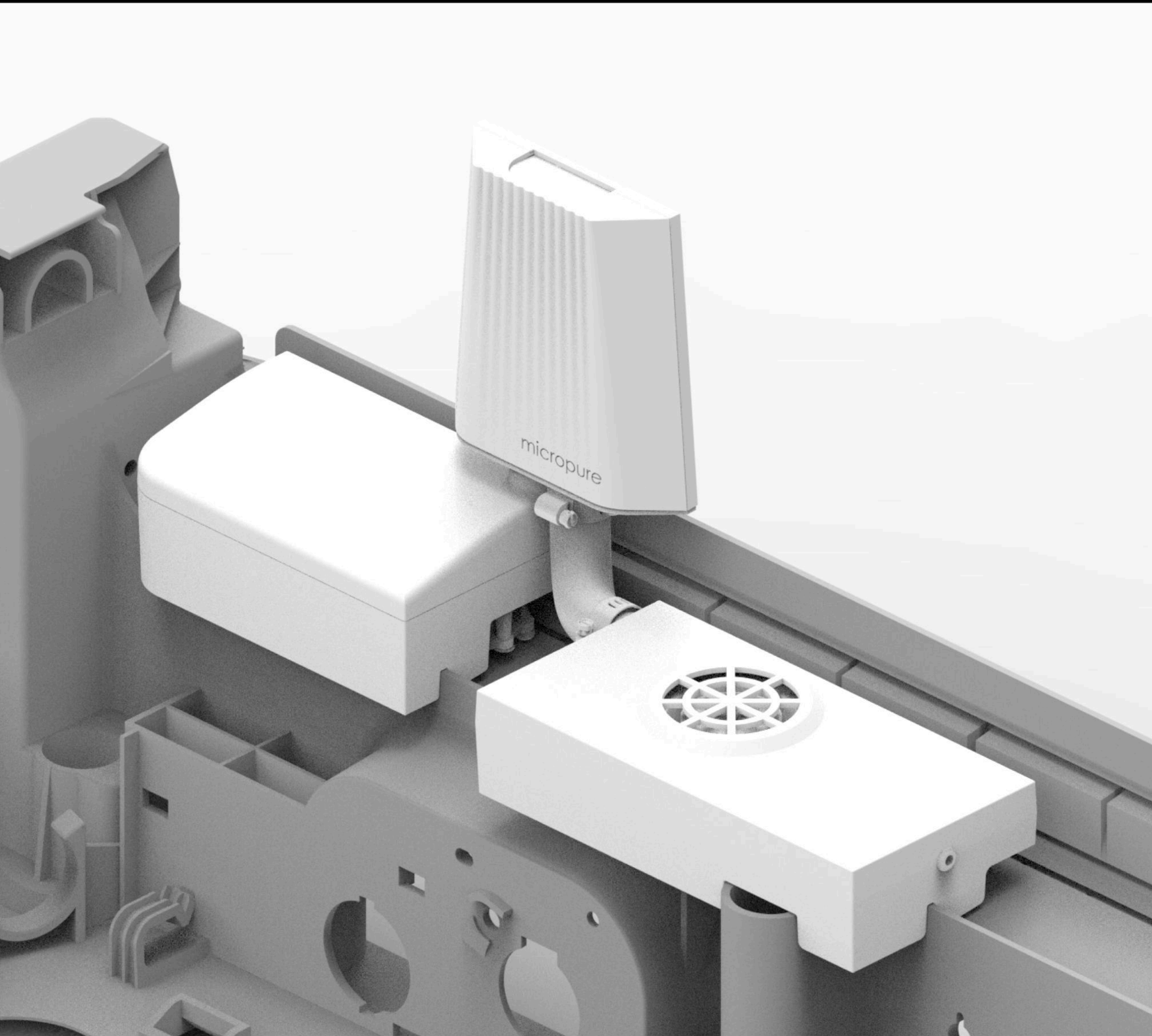
Cold steam accelerated by an airflow, mixed with **negatively charged ions**: a combo that prevents bad odors from **dishes left for several days**, without the need to rinse them before loading the dishwasher.

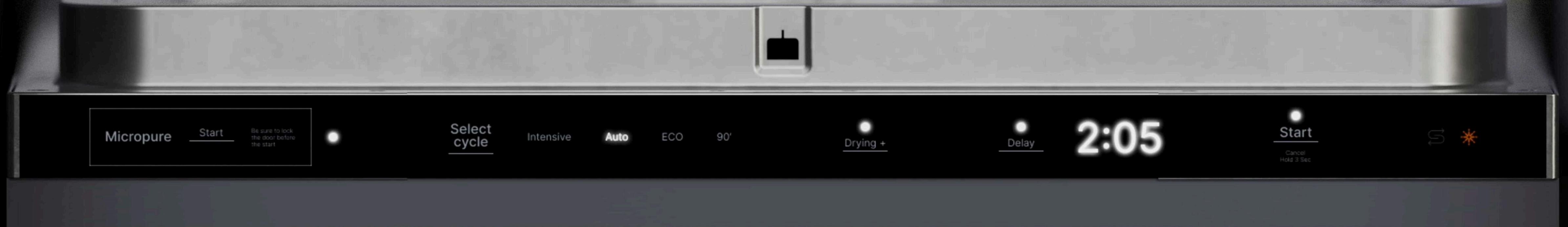
DAY 1



DAY 2

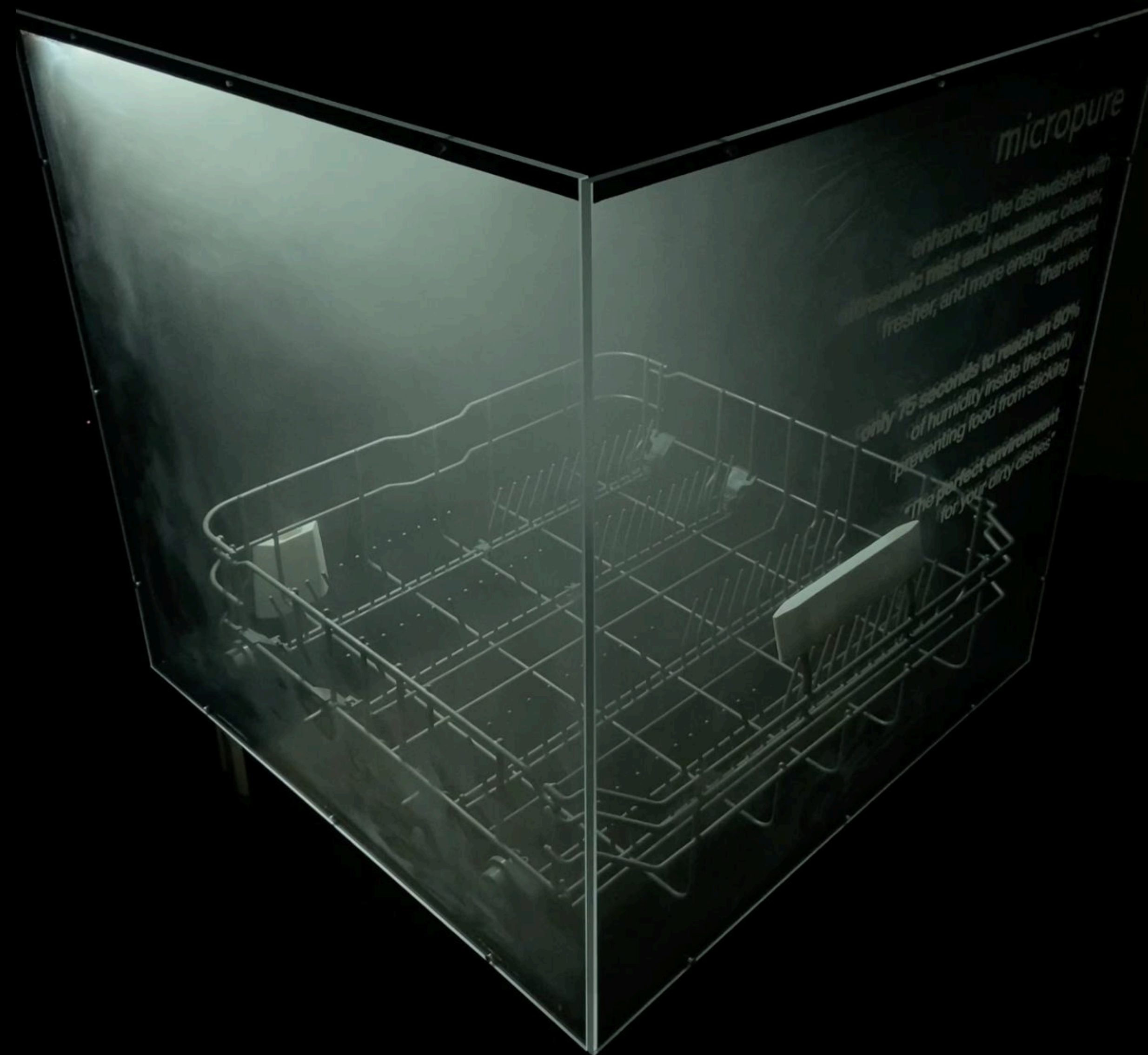







The idea was to visually highlight that micropure is a **function separate from the main wash cycle**. For this reason, a dedicated area was designed, which can be activated independently from the main power button. This way, the user understands that activating the system **doesn't mean keeping the entire dishwasher on**, but rather using a function with very low energy consumption.

• We created a **functional and aesthetic full-scale 1:1 prototype**, reconstructing a standard 60x60 cm dishwasher using screen-printed plexiglass and velvet-covered MDF. On it, we mounted **3D-printed components**: the diffuser, water tank, and airflow generator.



• Once powered, the ultrasonic transducer produces **cold steam** pushed by the fan out of the diffuser, while an LED strip visually highlights the airflow.

The prototype confirmed the CFD simulations performed in SolidWorks: internal humidity reaches 80% in about one minute.



With micropure, you wait for the **right moment** to start the dishwasher **without worrying about odors** or bacteria building up in the meantime.

Grazie 