

PORT folio

2026

About me

I'm Gaia Manai, a Visual and Media Designer based in Rome. I work at the intersection of brand identity and digital interfaces, designing visual systems that translate naturally into products, from B2C apps to enterprise platforms.

Most recently, I spent six months at Thales Alenia Space working on UX/UI for a web-based MVP, applying and extending the group's design system. Alongside that, I collaborate with small studios and direct clients on brand and visual identity projects.

I'm open to collaborations across UI, visual, media, and graphic design, in contexts where a flexible and end-to-end design approach is valued.



Professional experiences

- Thales Alenia Space

UI/UX Designer Intern

Oct 2025 - Apr 2026
- ConsultaMe s.r.l

Freelance UI/UX Designer

Feb - Mar 2025
- Private clients

Freelance Graphic Designer

Since 2023

Technical skills



Soft skills

- ◆ Problem solving
- ◆ Adaptability
- ◆ Attention to details
- ◆ Critical thinking
- ◆ Team working

GRAPHIC
design

I.G.LO

- Branding
- Illustration

IGLO S.r.l. is a property and condominium management company whose visual identity had remained largely unchanged for years, far from the professional and contemporary image the brand needed. The client's brief came with one clear constraint: keep the road element, the central reference of their tagline, which translates as 'the best road to managing condominiums'.

The process was not straightforward. I explored the integration of the road into the letter I at length. The turning point came from shifting the element to the O: the road becomes a perspective tunnel drawing the eye into the brand, almost a visual entry point. A solution that honoured the constraint without being limited by it.

The visual system was built to work across all required applications: outdoor signage, letterhead, printed materials, digital presence, and web. The palette uses dark navy and teal as the primary system, with a sage green secondary tone to soften the corporate register in direct client-facing contexts.



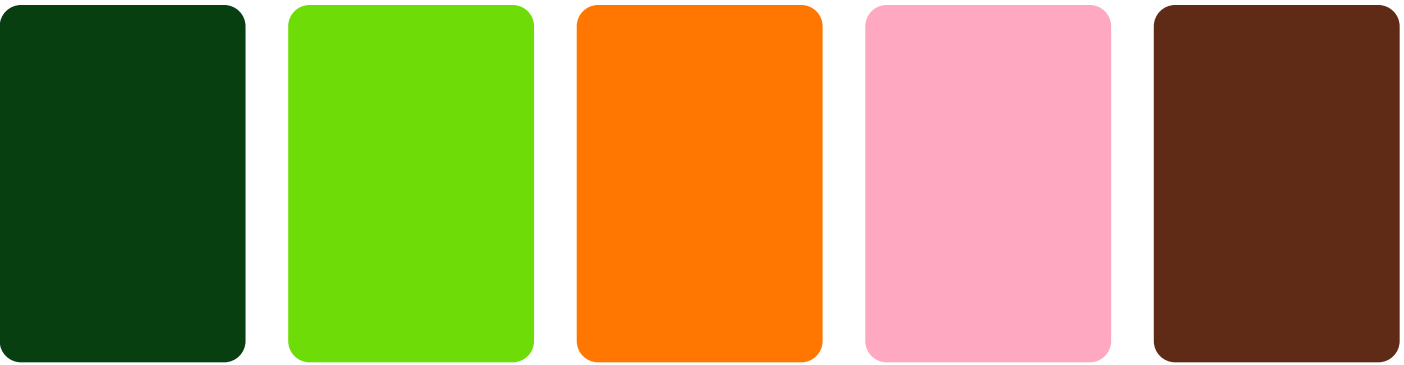
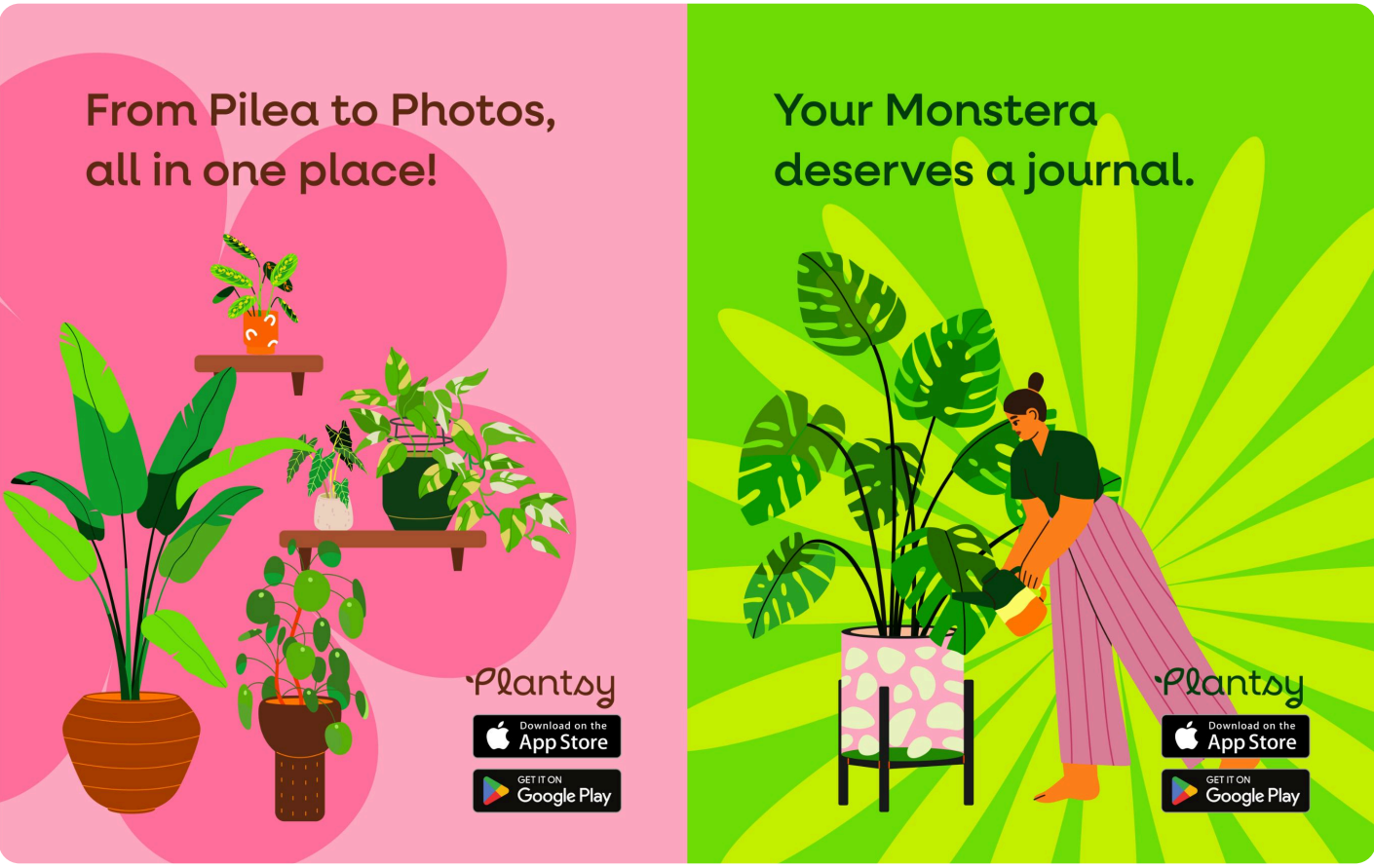
Plantsy

- Branding
- Art Direction
- Illustration

Plantsy is a personal branding project, born from my love for houseplants and a genuine understanding of the people who care for them, from curious beginners to experienced collectors.

The goal was to build a visual identity for an app that would feel human, beautiful and useful: a place where plants are not just tracked but remembered. I developed the full system: logo wordmark, colour palette, a custom illustration set, surface patterns, stickers, app icon, editorial applications, and social media content with integrated copywriting.

The challenge was to move away from the generic green-and-nature visual language that dominates this space, and build something warm and unexpected instead, approachable for newcomers while refined enough for people who already take their plants seriously.

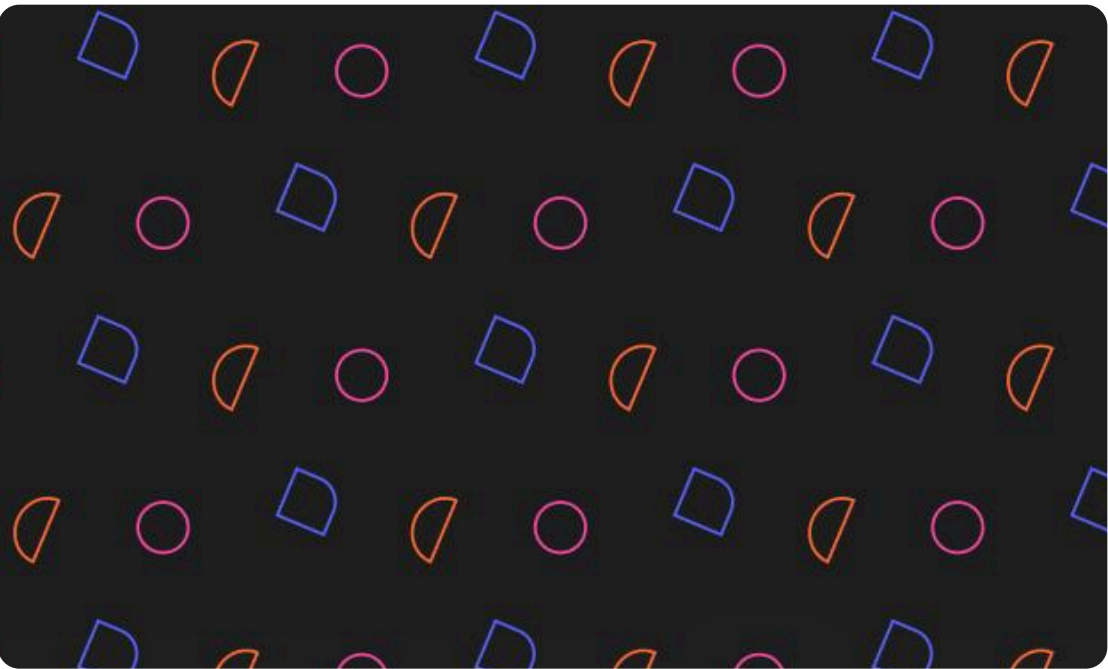
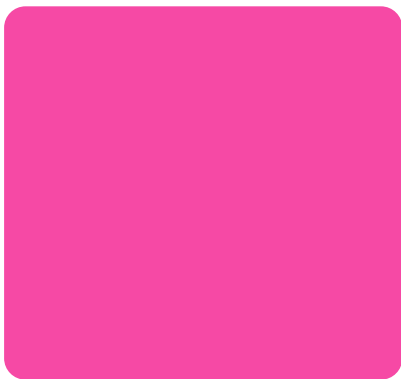
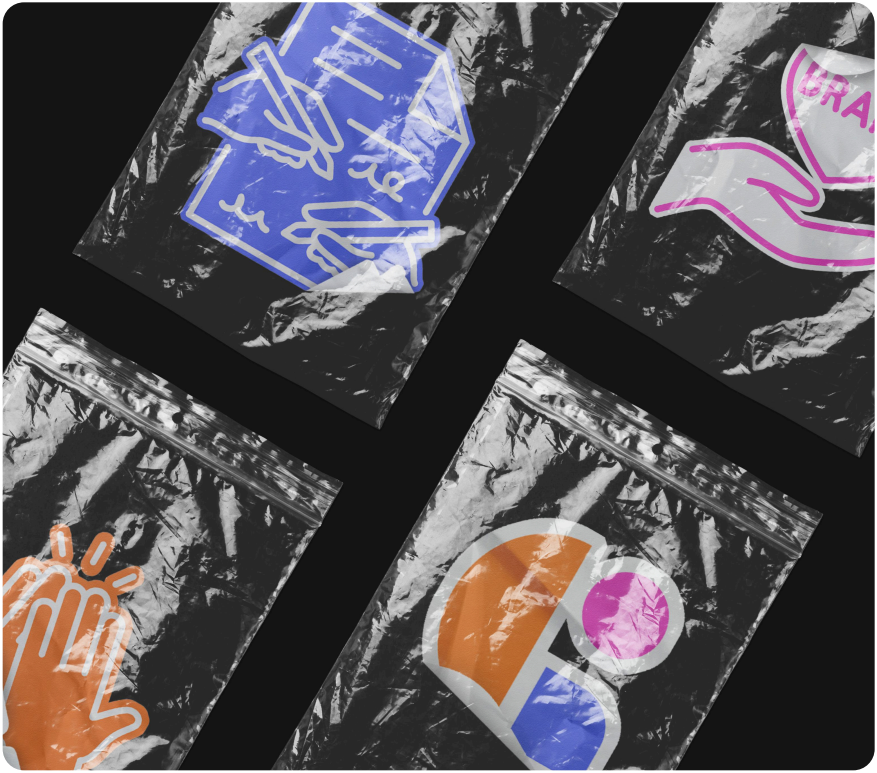


GaiaMoeArts

- Branding
- Art Direction
- Web Design
- Visual Design

A personal branding project developed as a full identity system exercise: from the logo, a monogram mark built on the relationship between geometric figures, to surface patterns, stickers, landing page design, and the portfolio template you are looking at right now.

The goal was to build a flexible visual language that could work equally well in professional contexts like CVs, LinkedIn, and client presentations, and in more expressive ones like illustration, merchandise, and print. The system is built around three colour pivots and a typographic grid that alternates grotesque and geometric type, scalable to any format.



unix
design

MMO for EO

- UX Research
- UI Design
- Prototyping
- User Testing

This project was part of my six-month internship within the CTO Digital Transformation team at Thales Alenia Space. The goal was to evolve the UX/UI of an MVP Proof of Concept for orchestrating multi-satellite missions in the Earth Observation domain.

I started from an existing v1.0 prototype built entirely in code, with no structured design layer. I conducted a UX audit and heuristic evaluation to identify usability issues and design opportunities, then redefined the interface flows and interaction behaviours using a user-centered approach.

On the UI side, I applied the Thales Group Quantum Design System and extended it with custom components built from scratch to meet the product's specific requirements. I developed high-fidelity interactive prototypes in Figma, which were validated through 7 user testing sessions with real operators and refined across 3 design-test-learn iterations.

The project concluded with the final presentation of the MMO V2 prototype and a full handoff to the development team, including a structured backlog all of the designed features.

I worked independently throughout, under the supervision of the CTO DT team.



*Screens have been redrawn with dummy data for portfolio purposes.



Refused451

FLOOD_EM-01

SAR (C-band)

15/04/2026 06:10:05

237

MONITOR-02

Multispectral Optical

15/04/2026 06:10:05

68

INFRA-03

HR Optical + IR

15/04/2026 06:10:05

126

	Rank	Mission	ID	Sensor	Acquisition window	Status	
1	1000	FLOOD_EM-01	4c9b14b3-6f8a...	SAR	Jun 10 2025 14:30-14:45 UTC	Planned	
2	999	FLOOD_EM-01	9d1a7e4c-5b2f...	SAR	Jun 10 2025 16:15-17:20 UTC	Planned	
3	998	FLOOD_EM-01	2b7e9d1a-4e5...	SAR	Jun 10 2025 18:20-18:35 UTC	Planned	
4	997	MONITOR-02	5d4c9b14-8a4...	HR Optical	Jun 10 2025 19:18-19:27 UTC	Refused	
5	996	FLOOD_EM-01	8a4e5d4c-9b1...	SAR	Jun 10 2025 20:25-20:30 UTC	Planned	
6	995	INFRA-03	4e5d6f8a-4c9b...	SAR	Jun 10 2025 08:45-08:50 UTC	Planned	
7	994	MONITOR-02	6f8a4e5d-b1c9...	HR Optical	Jun 10 2025 10:50-11:00 UTC	Refused	
8	993	FLOOD_EM-01	b1c90a2b-7e9...	SAR	Jun 10 2025 15:30-15:35 UTC	Unfeasible	
451 requests total							

FLOOD_EM-01

Priority: High Updated: Apr 15 2026 05:00 UTC

FloodResponseMonitoring

INFRA-03

Priority: High Updated: Apr 15 2026 02:00 UTC

InfrastructureMonitoring

MONITOR-02

Priority: Low Updated: Apr 14 2026 22:00 UTC

AgricultureMonitoring

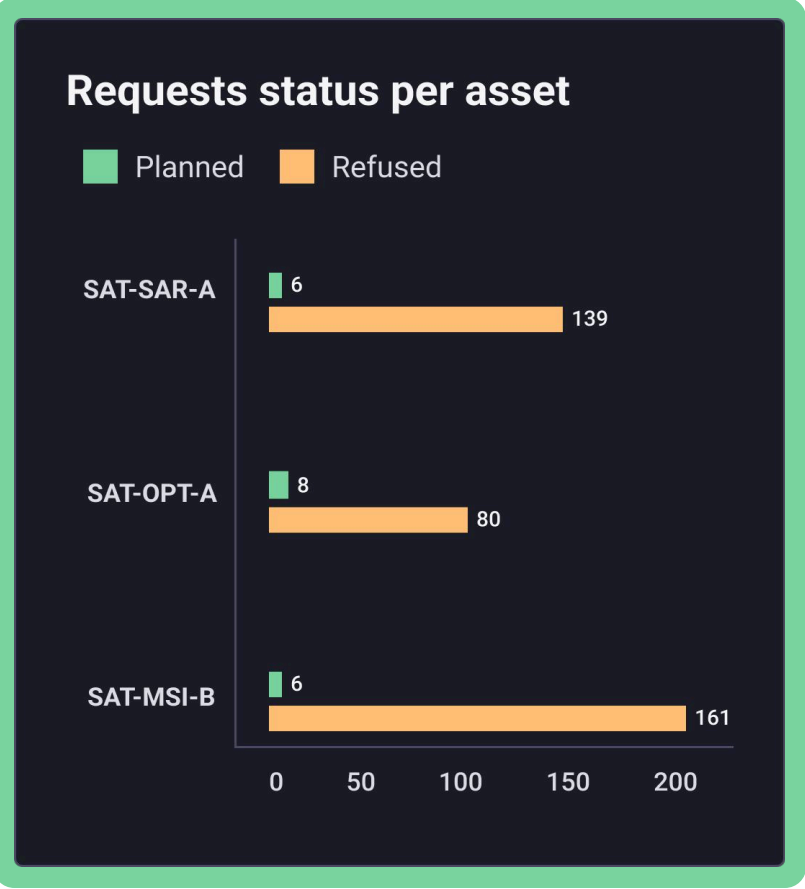
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Planned

Refused

Unfeasible

Blacklisted



IoT_Apro

UI/UX Design Design System Prototyping

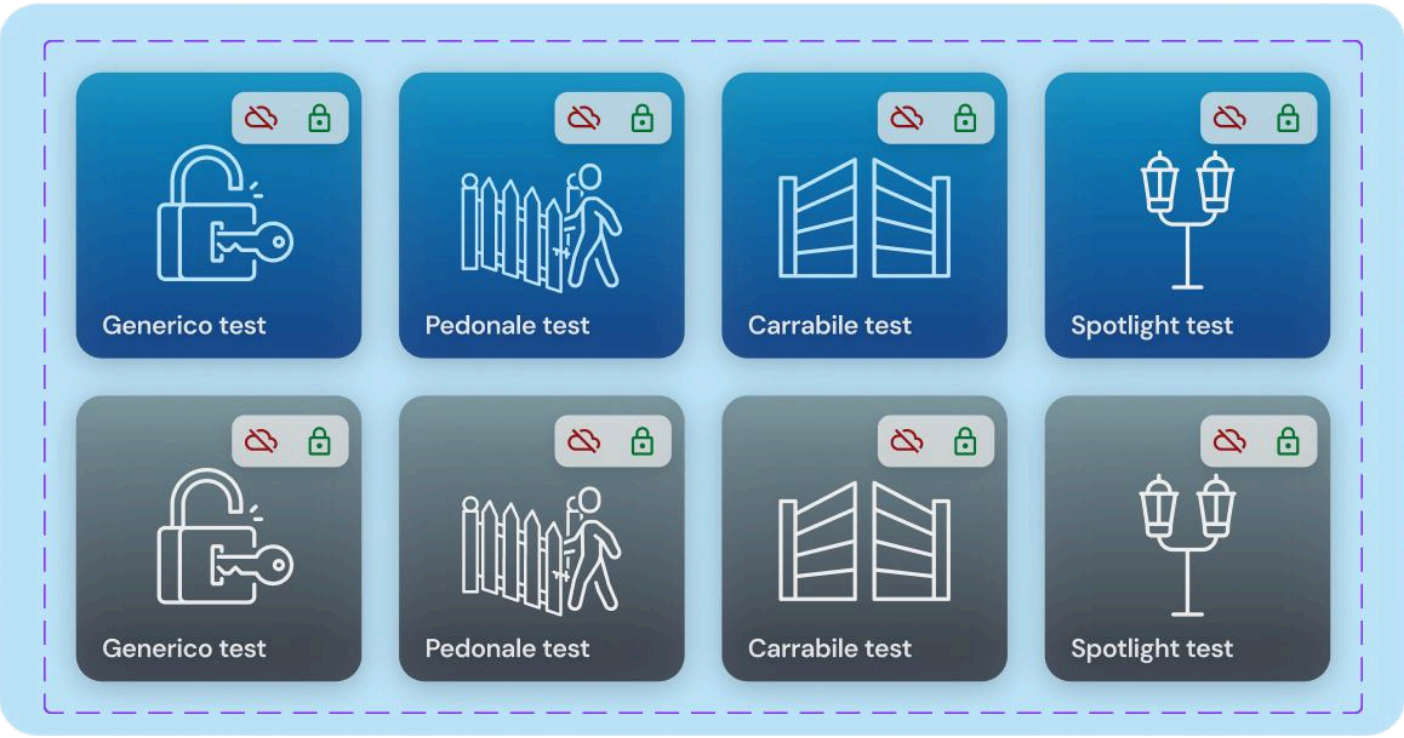
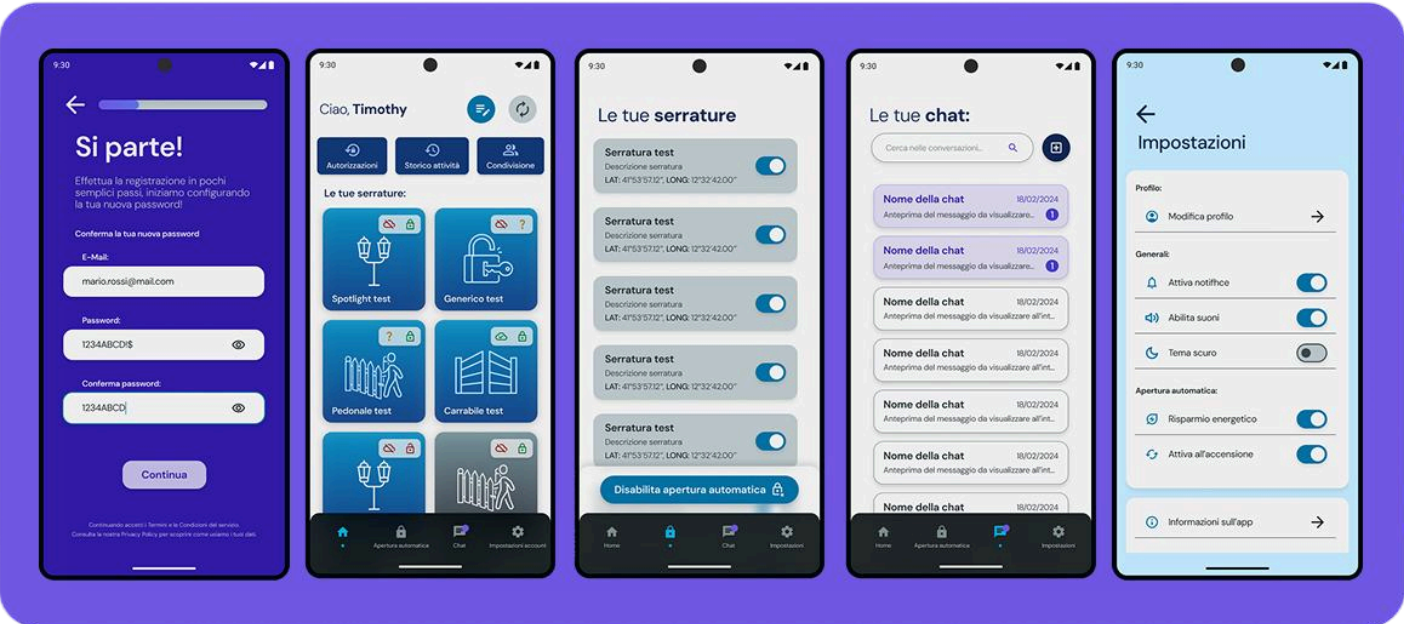
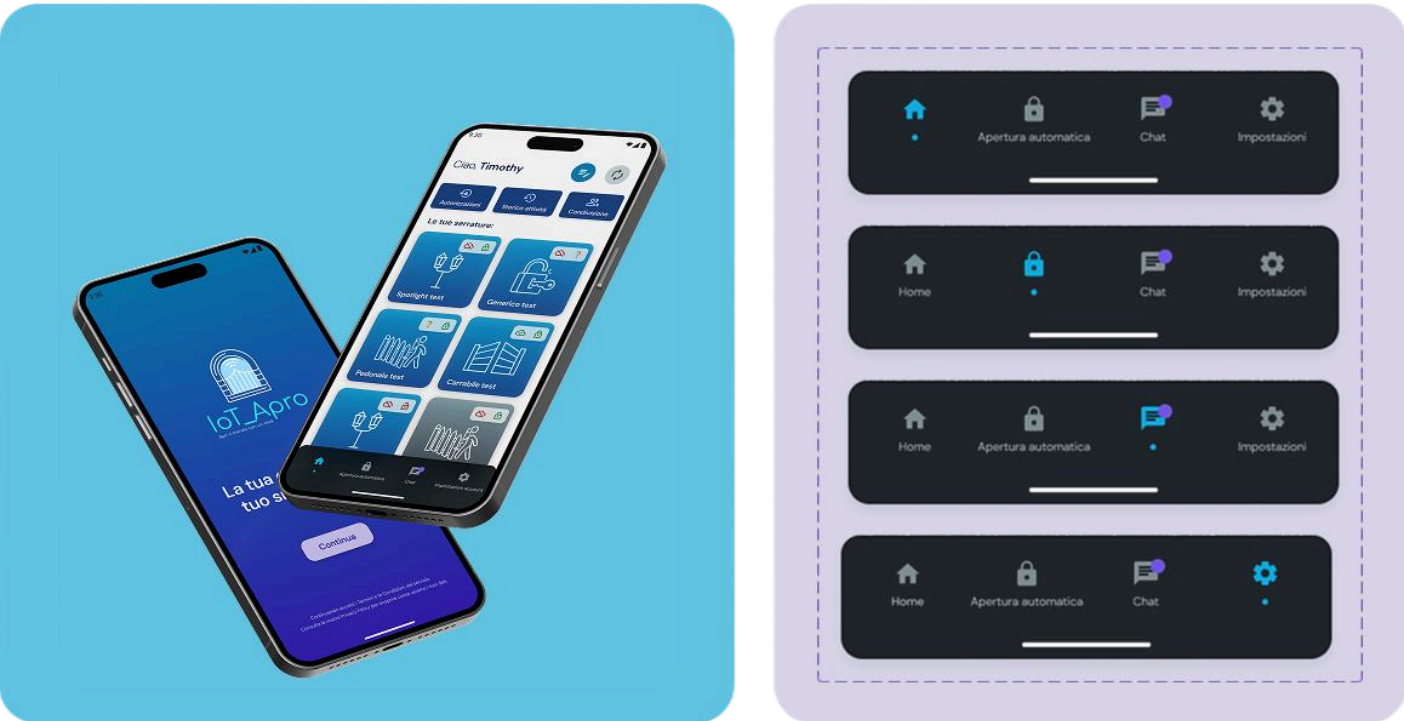
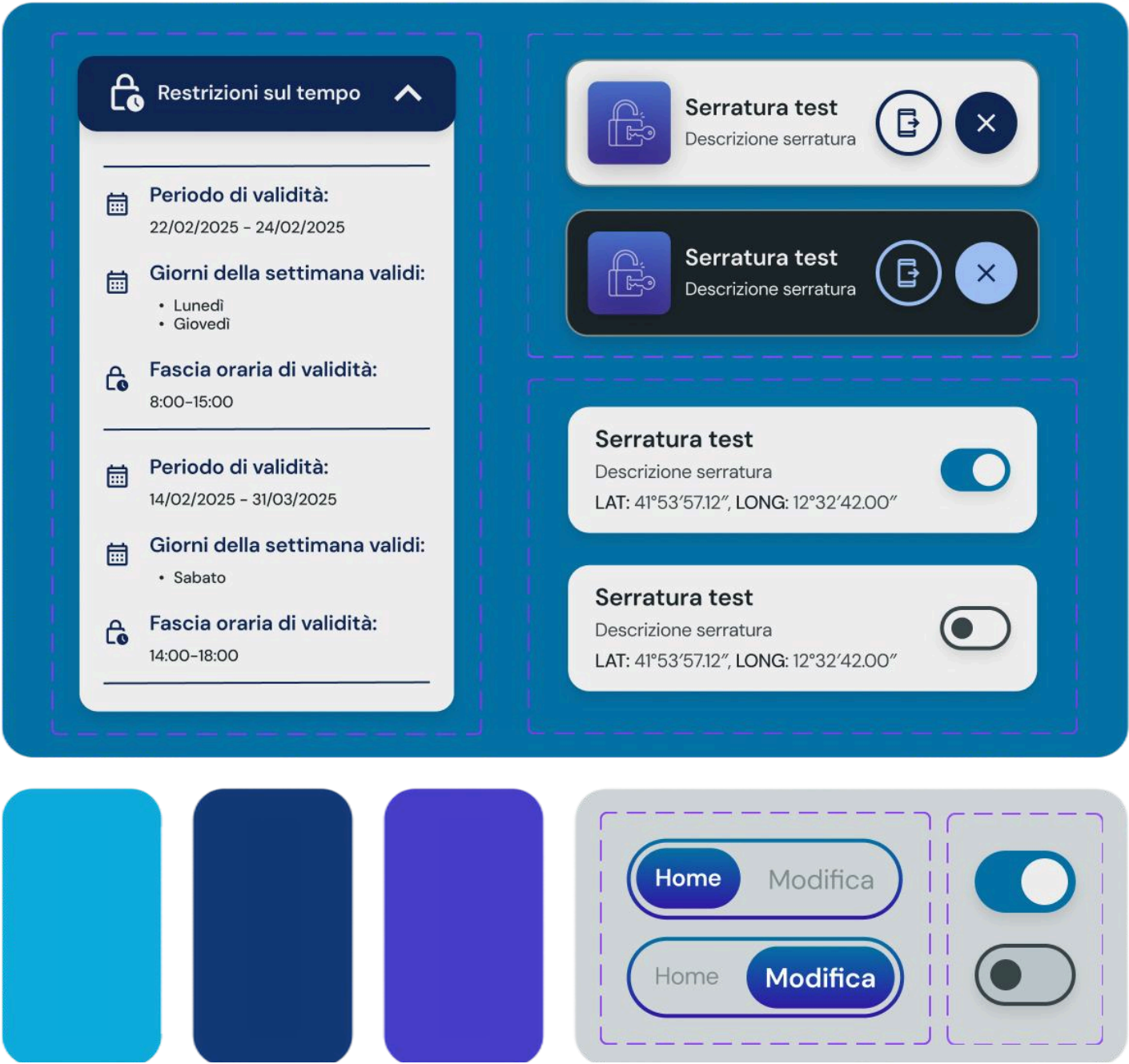
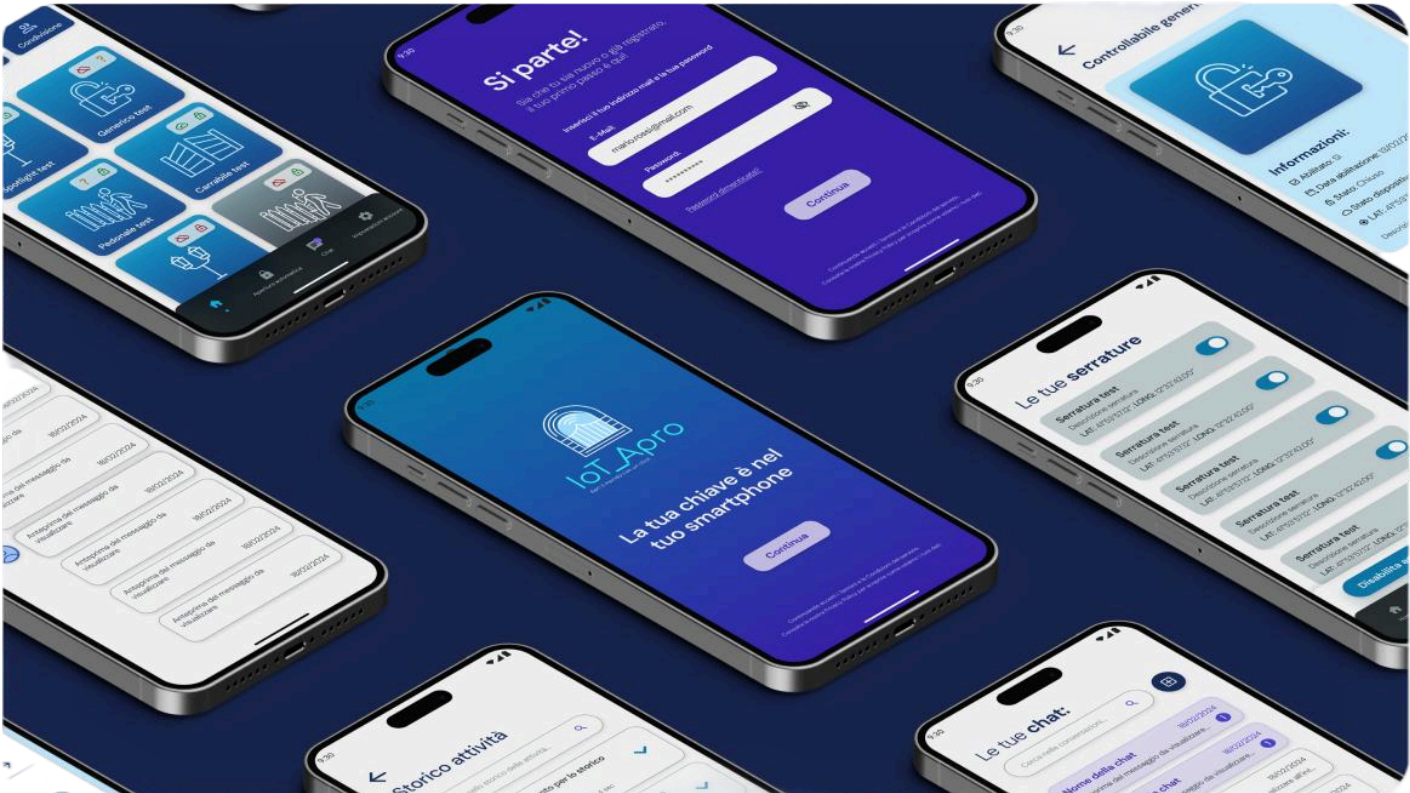
IoT_Apro is a mobile app for smart access management, part of an IoT ecosystem developed by ConsultaMe s.r.l. The product replaces physical keys and remote controls: users open gates and doors from their smartphone, with automatic geolocation-based opening on arrival, temporary access management for guests and suppliers, real-time monitoring of access point status, and remote control of additional devices such as lighting.

I handled the full design process from scratch: UX research, flow definition, visual design in both light and dark mode, a complete design system with Lottie loading animations, and a custom icon set representing the different types of controllable devices.

The core challenge was fitting advanced functionality into a single mobile interface without overwhelming the occasional user, someone who just wants to open a gate, while still serving administrators managing hundreds of simultaneous access per missions.



*IoT_Apro app logo was not designed by me.



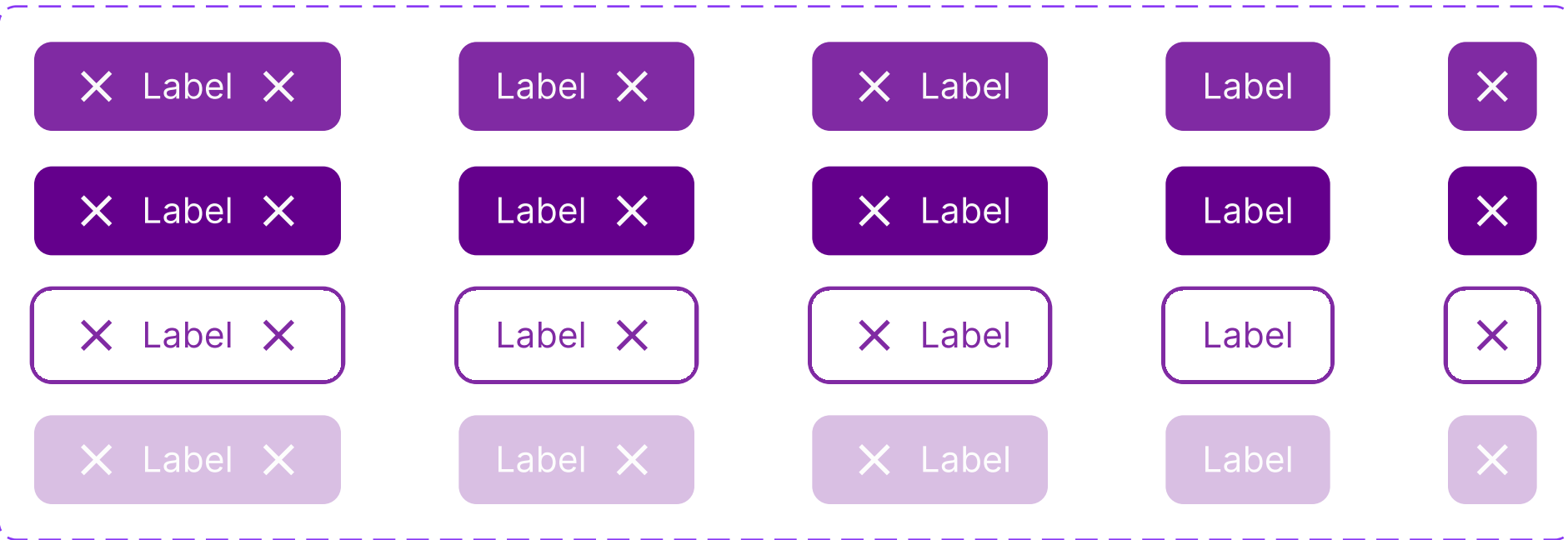
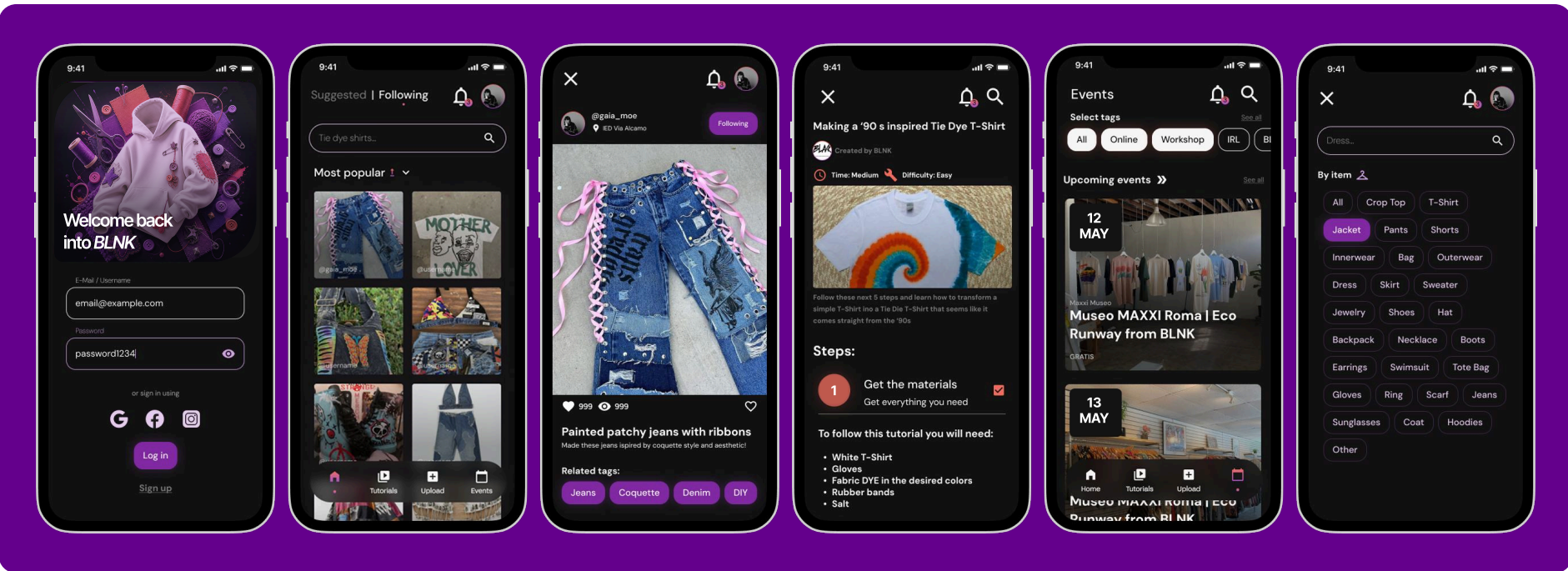
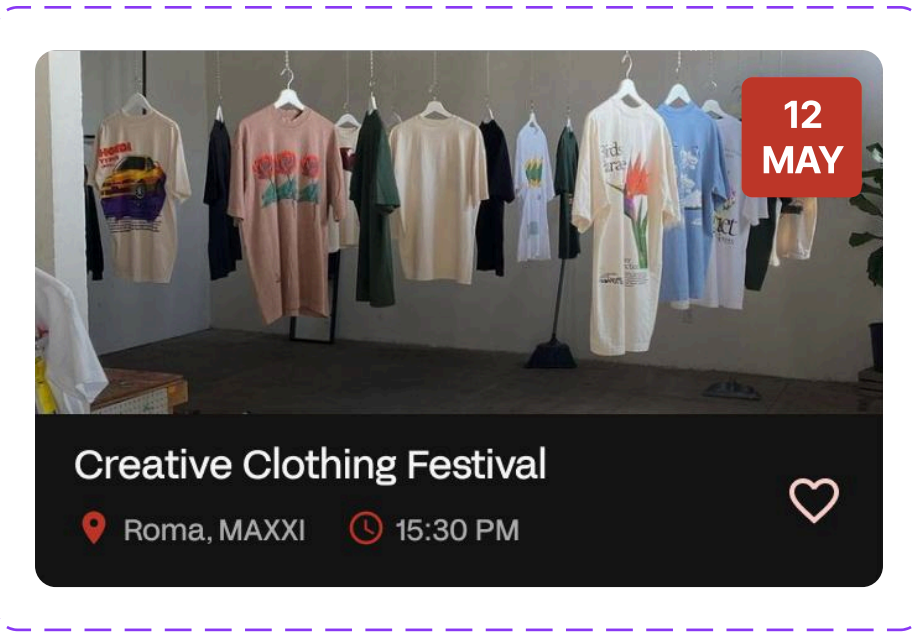
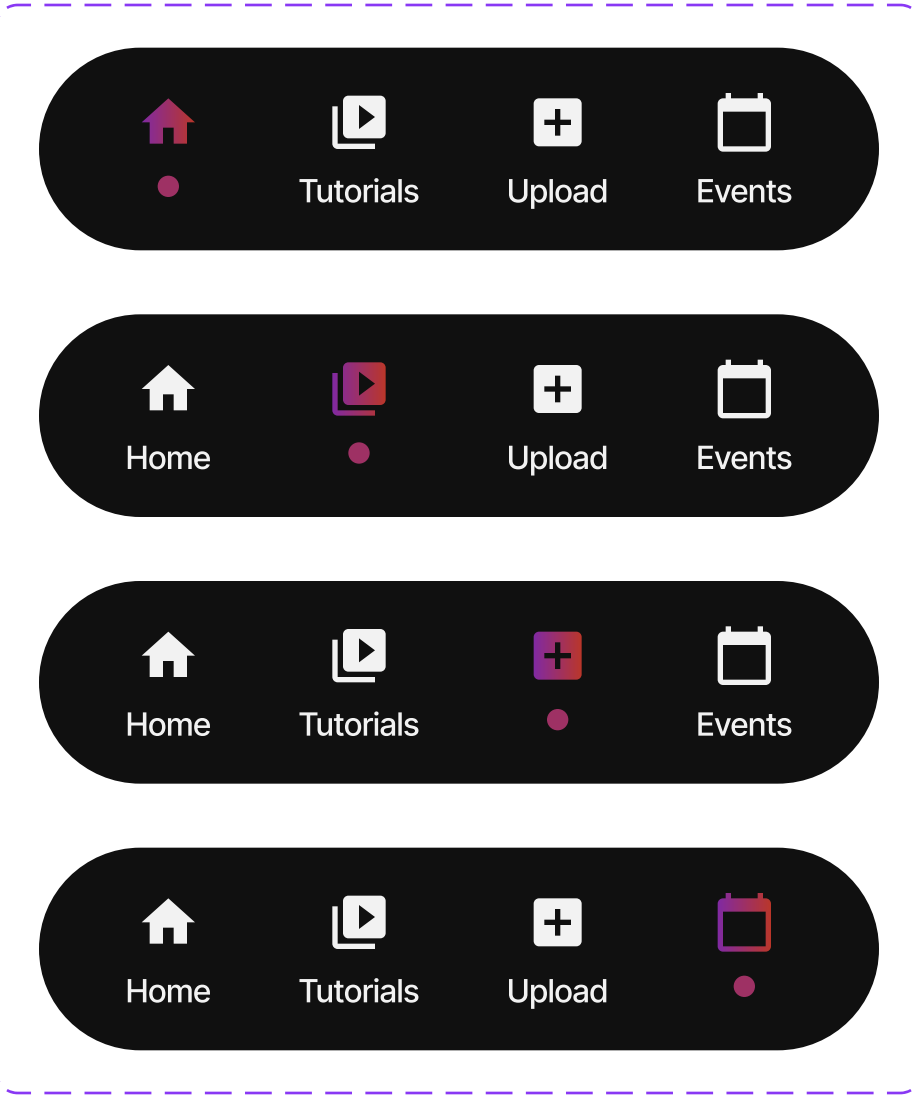
BLNK

- UI/UX Design
- Prototyping
- Art Direction
- Illustration

BLNK is an academic project born from a personal observation: in an era when fast fashion fails to answer the need for individuality, there was no dedicated digital space for the custom fashion community. I defined the concept, wrote the brief, and developed both the visual identity and the digital product in full.

The name plays on the word blank: the plain base garment becomes the canvas for self-expression. The brand targets young creatives between 14 and 25, designed across two layers, physical in-store customisation stations, and a digital mobile platform.

I designed the app around three core areas: Home and Upload for sharing creations, Tutorial for learning customisation techniques, and Events for connecting the community through workshops and collaborations. The challenge was to build a visual system that felt informal and non-conformist, consistent across both dimensions of the brand.



VISUAL.
design

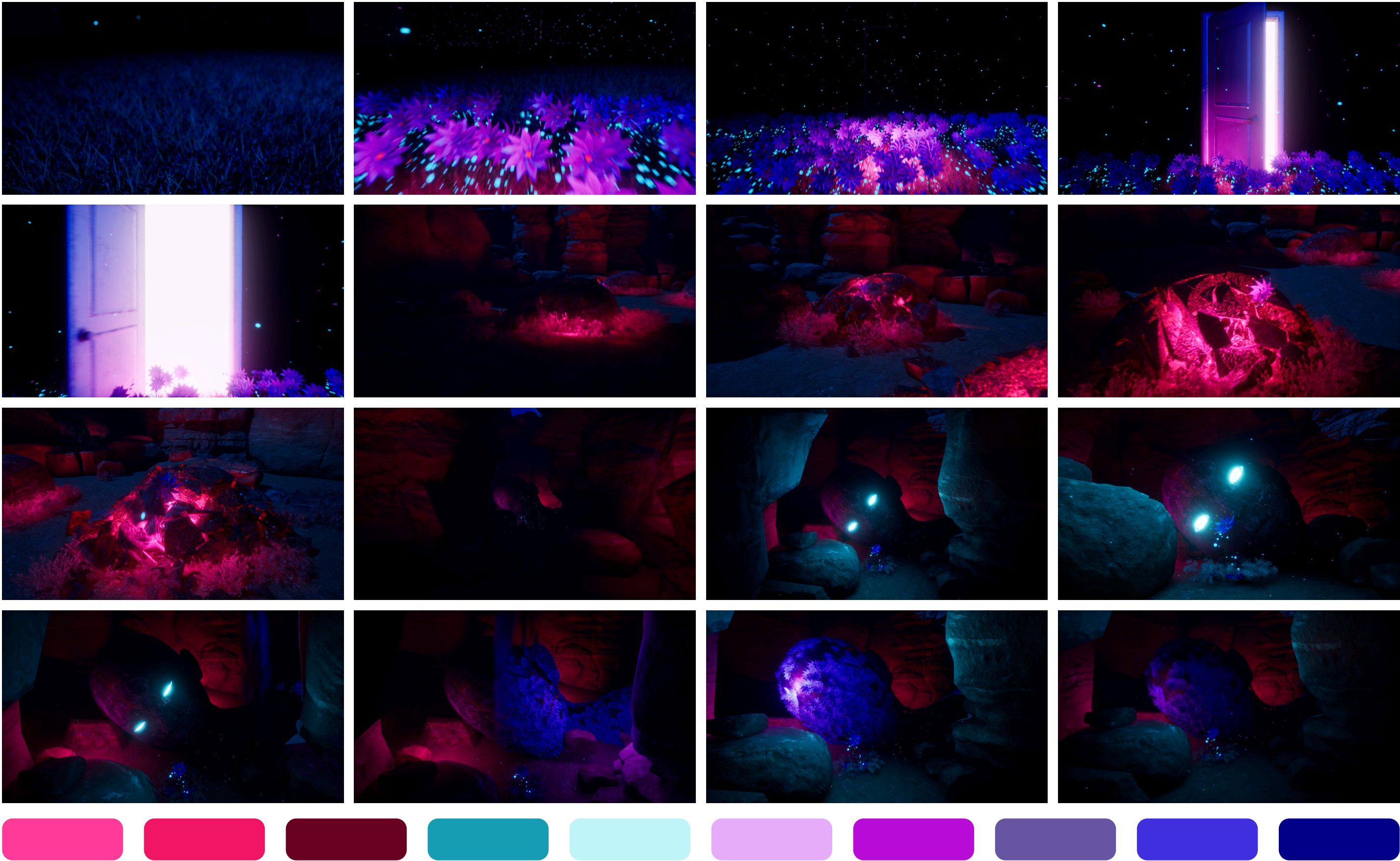
Ataraxia

- Art Direction
- Motion Design
- Visual Design
- 3D Design

Ataraxia is an experimental short film exploring stillness as a generative force. A flower rises from the dark, animates a field with particles of light, and leads through desert canyons to monumental stone statues that break apart to reveal, always at their centre, a living core.

The project was built as a full 3D pipeline exercise: model cleanup in Blender, texturing in Substance Painter, scene construction and cinematic direction in Unreal Engine 5, compositing and VFX in After Effects, editing and color grading in DaVinci Resolve. The sound design, drawing on celestial like tones and ambient textures, was integrated to support the visual rhythm.

The result demonstrates the ability to manage the complete production chain of an audiovisual project, from concept through to final grade, with full creative and technical autonomy.



Graphics

- Art Direction
- Photo Editing
- Visual Design
- 3D Design

A collection of mixed-technique graphics made since 2023, developed through purely personal and artistic research. The work explores combinations of 3D compositions and models built and textured in Blender and Daz, layered with organic and digital textures across a wide range of subjects, visual styles, and concepts.

