

# -Portfolio

## Chiara Brambilla

# 2019–22

## ABOUT ME

### my story



Hi, I'm Chiara,  
a designer based in a little town near Milan.

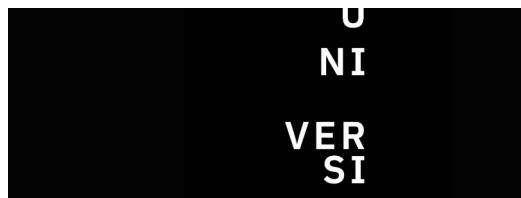
Since I was a child, I have always loved drawing and studying human emotions and expressions. Furthermore, at the scientific high school, I discovered my true passion for philosophy, science and technology.

During Communication Design courses I figured out the wonderful value of working in groups, and the worth of pushing each other's creativity. In addition, I attend new courses, such as Neuroscience and Exhibition Design, that change my way of thinking about people's everyday life.

At present, I'm studying Digital Interaction, in order to learn and understand how human feelings work and how to design unforgettable experiences.

Being employed in an animation company and inspiring children all over the world, bringing magic and hope in their life, would be my greatest dream. That said, for the time being, I will keep looking around to feed my endless curiosity.

**INDEX**  
my works



01 UNIVERSI  
Editorial Design



02 SPIT IT OUT!  
Creative coding



03 ROBIN HOOD  
Game Design



04 DODICESIMO UOMO  
Speculative Design



05 GUGU  
Interaction Design



06 SIGNS IN MOTION  
Illustrations

# UNIVERSI

Umani uNici e diVERSI



01

## Editorial Design

Throughout four books is showed the outstanding beauty of differences, by using four techniques: historical research, photogenic reportage of famous photographers, illustrated tales of unique personalities, photographic documentary research of everyday life: What makes you unique?

Role Copywriter, illustrator,  
concept designer.

Team Sharon Manfredi,  
Nicole Moreschi.

2019

@

Id

Ps

STORIE

BEYOND  
THE  
LIMITS

UMANI

EVERY ROSE HAS ITS THORN

DIVER  
SI

BETWEEN PAST AND FUTURE

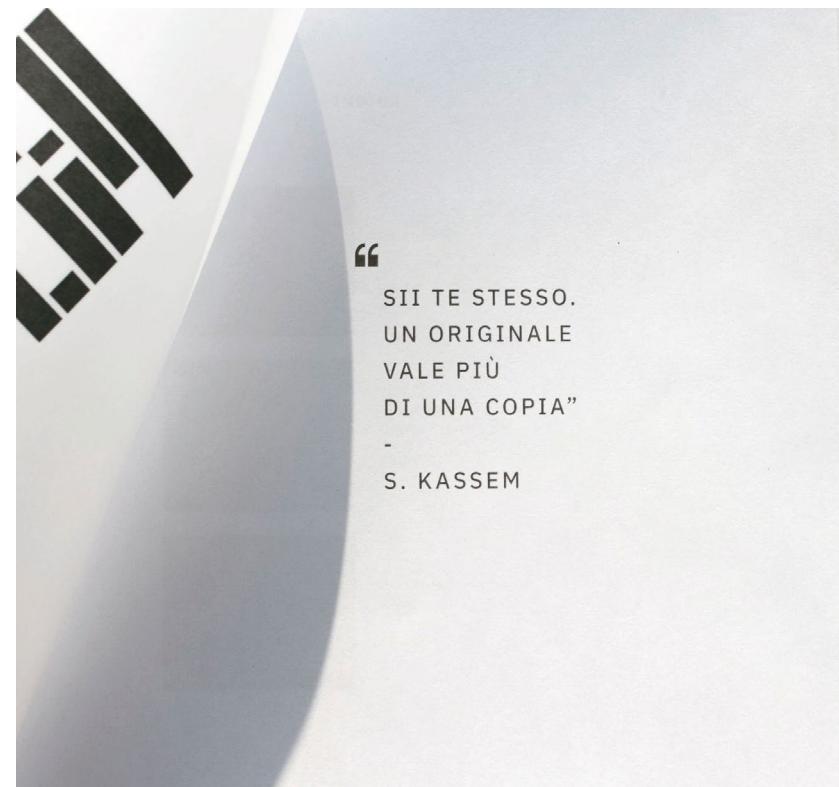
U  
NI  
VER  
SI

UNI  
CI

THROUGH THE LENS

“

UN  
I  
C I

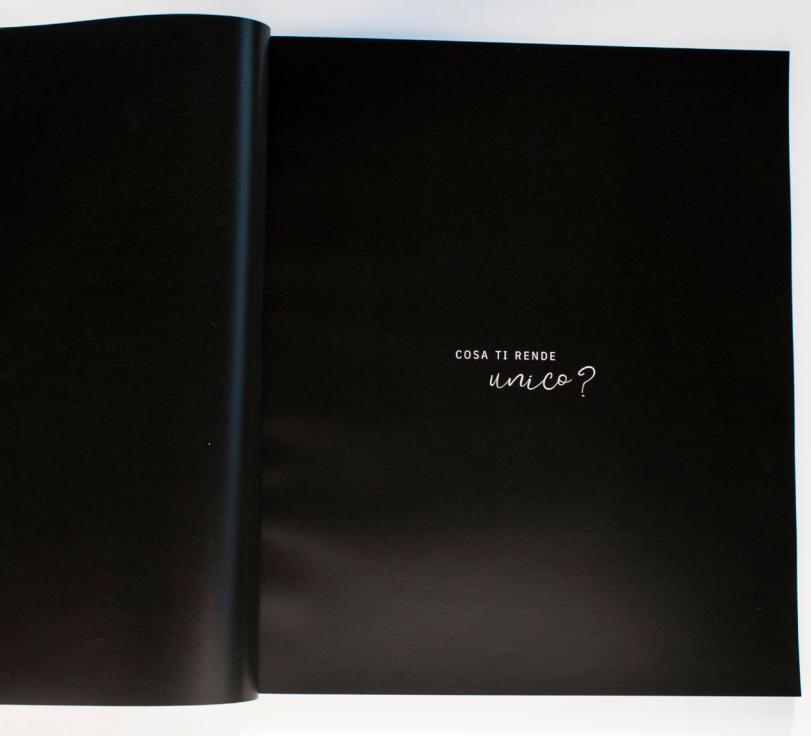


“

SII TE STESSO.  
UN ORIGINALE  
VALE PIÙ  
DI UNA COPIA”

-  
S. KASSEM

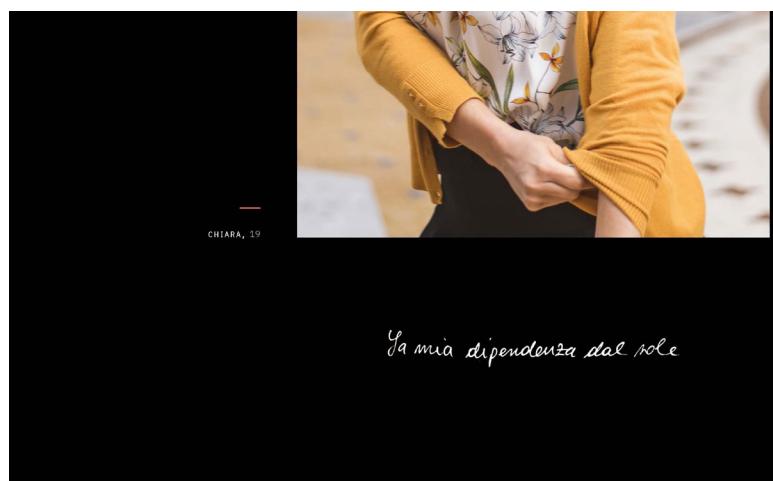




Si potrebbe iniziare con un discorso ipocrita dicendo che la terra è solo rose e fiori, ma ciò non corrisponderebbe alla realtà. E comunque, anche se volessimo parlare di rose e fiori, dovremmo considerare le spine che caratterizzano la rosa.

Negli anni le differenze tra le persone sono state viste come un difetto, talvolta addirittura come una colpa e purtroppo non possiamo relegare questo tipo di atteggiamento totalmente al passato. Ma come può essere una colpa amare una persona di una altra classe sociale, di un altro paese o dello stesso sesso? Come minuti tratti in esame

- EVERY ROSE HAS ITS THORN -  
NON C'È ROSA SENZA SPINE



# — SPIT IT OUT

Shared online diary



02

## Web Design

Spit It Out is a website where people can express themselves without any obstacle, especially in terms of distance and privacy.

It's an online diary where users can express their feelings - especially during the pandemic - in an anonymous way, while being part of a digital artwork.

Role UI Designer, programmer.

Team Matteo Repetto, Jessica Moreschi, Alessandra Crippa.

2020



Online Diary

HTML

CSS

P5.js



A diary for everyone. |

Hello and welcome to **spit it out!**,  
an online common secret diary!

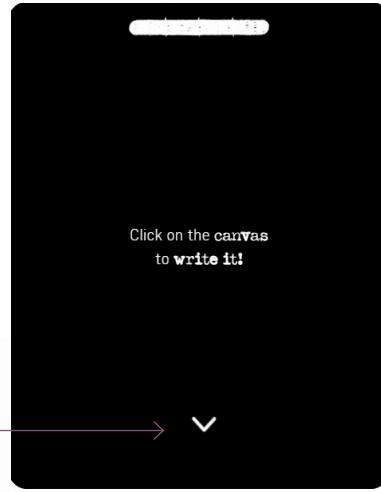
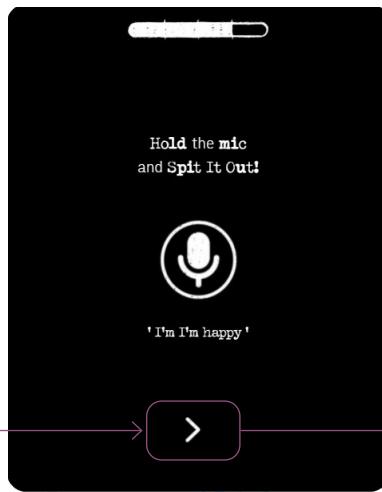
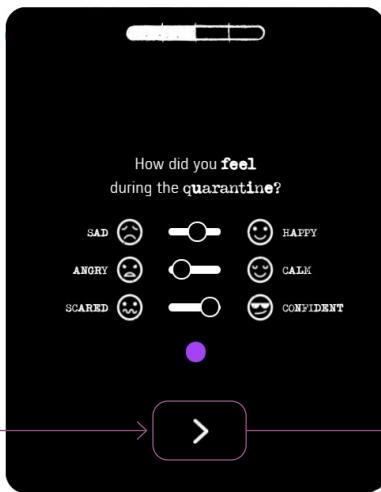
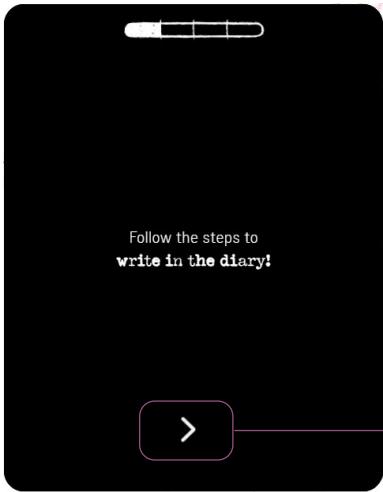
[Open diary](#)

[What is it?](#)



Credits

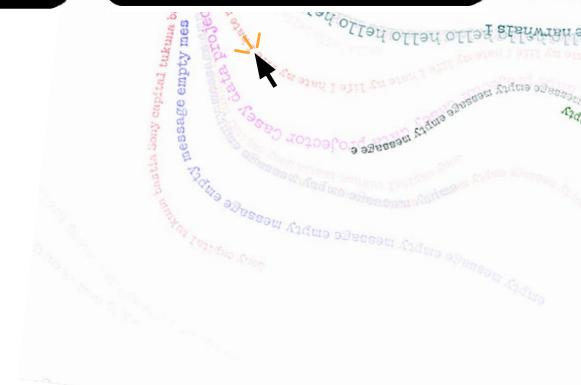
© SpititOut! | Privacy Notice - Cookie Notice - FAQ | Realized with PBjs

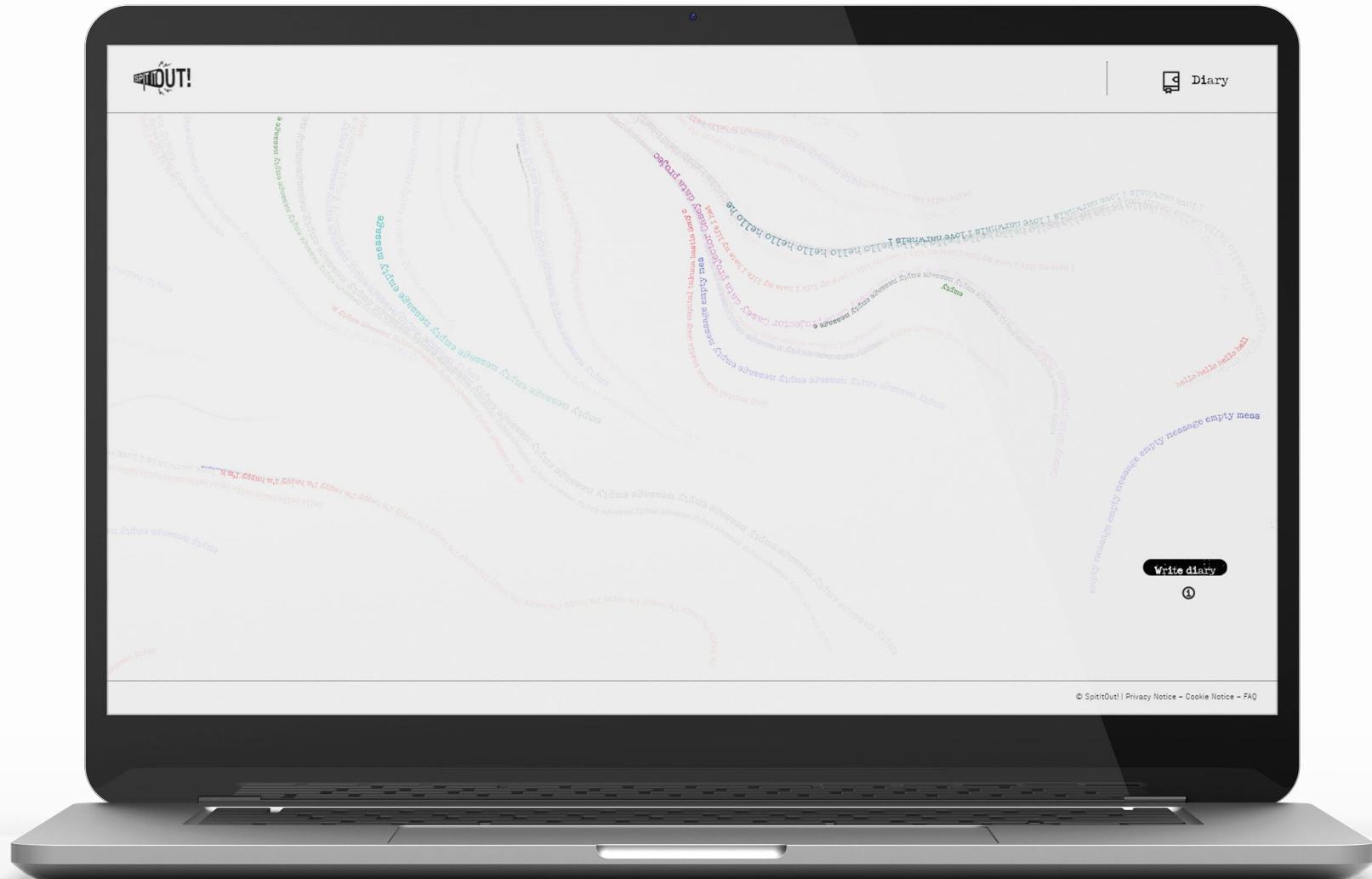


1



[s] : save | [space] : change directions | [delete] : clear





# ROBBIN' THE CROWN

the story 10 years later

03

ROBIN HOOD  
ROBBIN' The CROWN

## Game Design

Robin , after 10 years of merrige and five kids, overwlemed by errounds, decide to leave in order to follow is passion: steal reich to give to poor. However, he relize that he it's not needed, so, he plan a revange against the reign. the older puppils, Quentin and Elizabeth, will try to stop their father.

Role Chracter designer, 3D model, programmer.

Team Altrocchi Valentina, Bellavita Andrea, Matteo Repetto, Jessica Moreschi, Rigamondi Riccardo.

2020

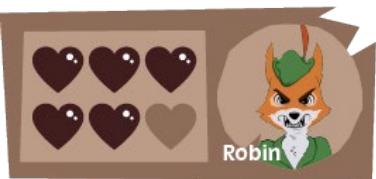
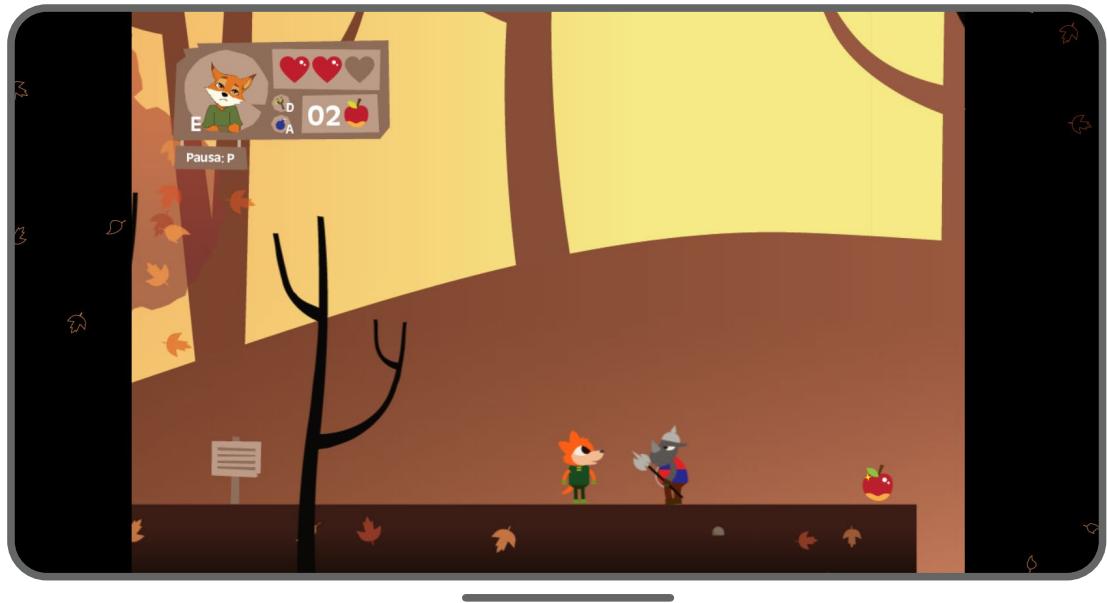


HTML

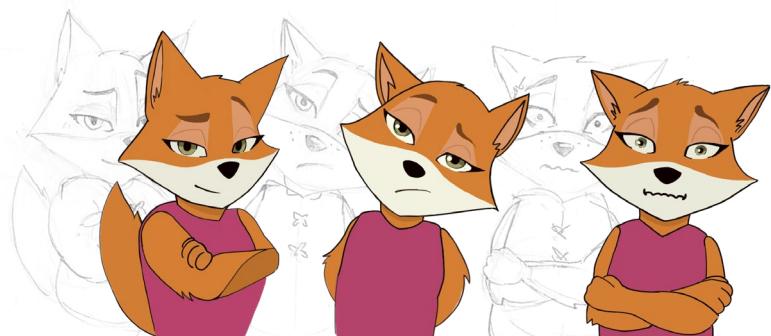
Ai

3Dmax





Quentin



Elizabeth

## COMPLIMENTI!

Hai raccolto tutte le mele!  
Si può festeggiare con una deliziosa torta!



# DODICESIMO UOMO

kit Football supporter

04

## Speculative Design

The perspective of progress sees cheering, especially the most exuberant one, as an obstacle in the growth of the society. The fictional brand shows the momentousness of color and emotion, producing a kit that lets supporters cheer on their football teams, far away from the stadium, in dissimilar style to the stereotypical one.

Role Concept designer, programmer,  
Ux designer, 3D modeller.

Team Sharon Manfredi, Jessica Moreschi  
Nicole Moreschi, Elettra Panepinto.

2021



video concept

12°UOMO

Id

Blender

p5.js

## Dodicesimo Uomo, il vero tifo.

Migliora le performance della squadra, e le tue.  
Prendi parte ad un momento collettivo.

[inizia a tifare](#)[About](#)

12° Uomo



TEAM1

PRESTAZIONI TEAM1

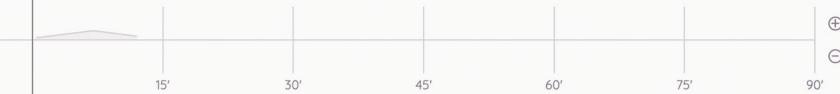


25'  
0 : 0

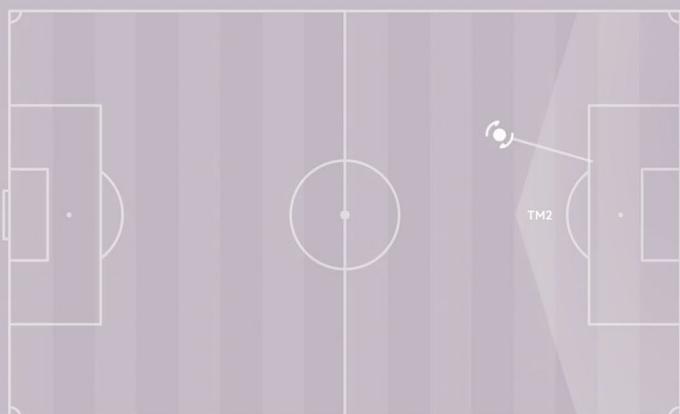


TEAM2

TEAM2 PRESTAZIONI



⌚ ⚽



TIFO

STAT

CRONACA

DATI PARTITA

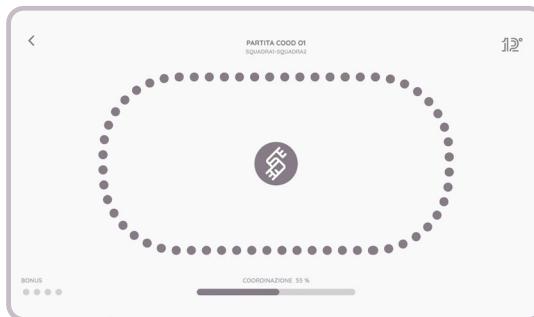
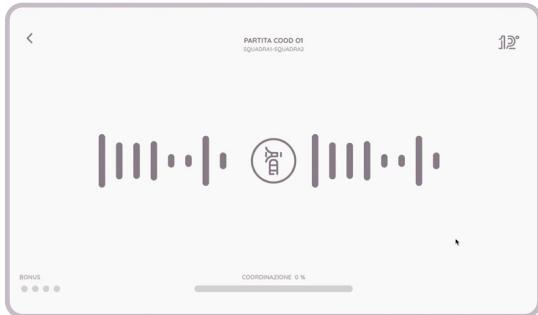
STATISTICHE

FORMAZIONE

30% TM1	POSSESSO PALLA	TM2 70%
30% TM1	ATTACCO	TM2 70%
1 TM1	PALLA RECUPERATA	TM2 0
0 TM1	CORNER	TM2 0
0 TM1	TIRI TOTALI	TM2 0
0 TM1	GOAL	TM2 0

© 12Uomo - Il Vero tifo | Privacy Notice - Cookie Notice - FAQ

Web Application

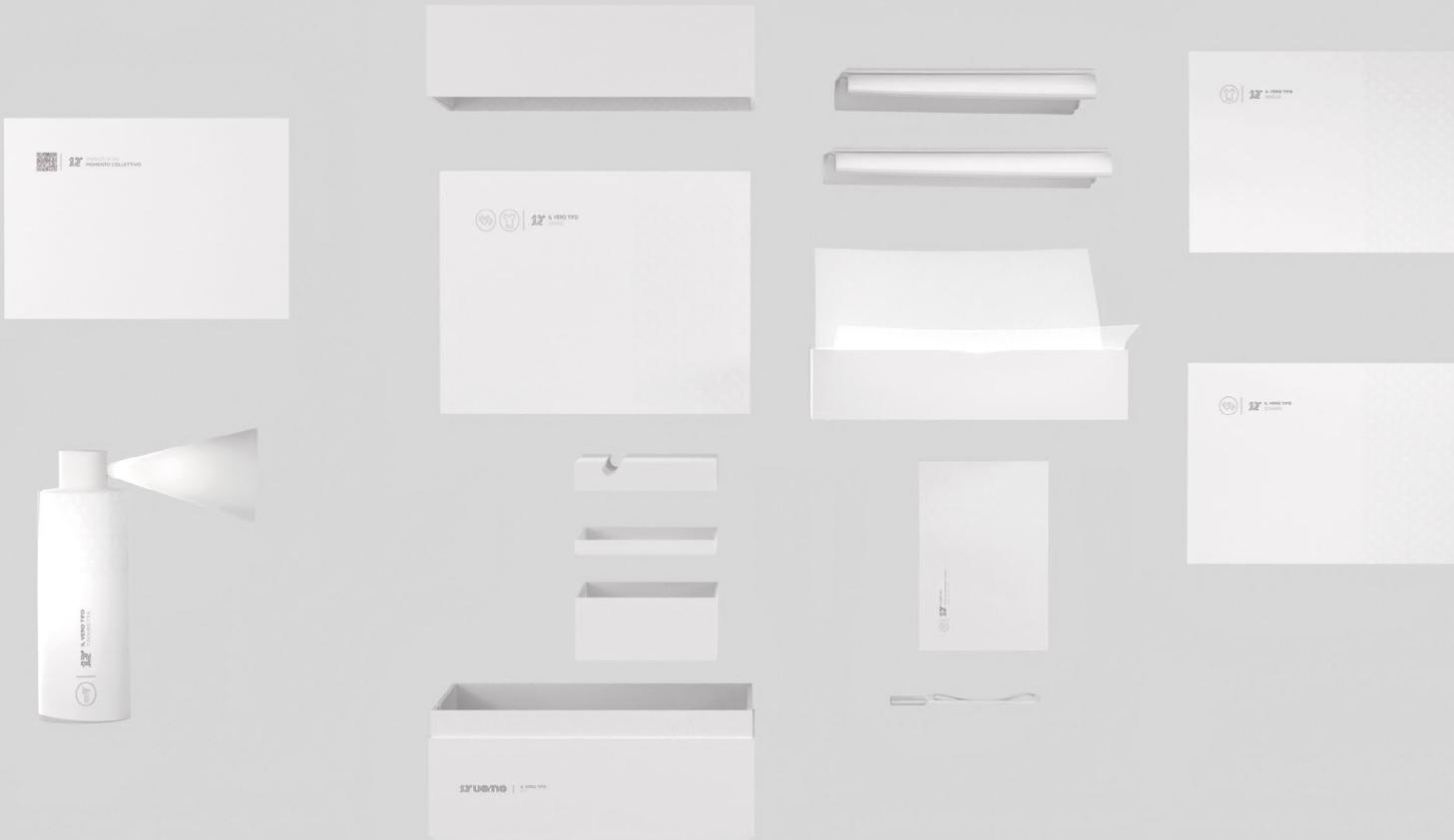


Teachable machine



Arduino

Speech recognition



# GUGU

Language Buddy

05

The logo consists of the word "Gugu" in a bold, sans-serif font. The letters are colored in a gradient: G is red, u is yellow, and g is blue.

## Interaction Design

GuGu is an interactive parrot that helps toddlers, who are seeking adventure, to train new languages in a playful way. By listening and repeating words with Gugu, children will learn how to properly pronounce them.

Role Concept Designer, Ux designer,  
Character designer, 3D Modeller

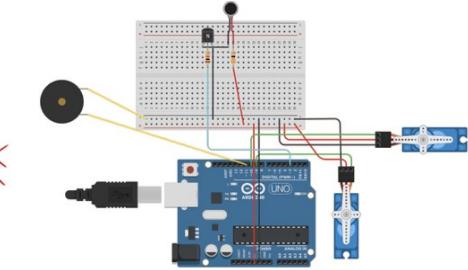
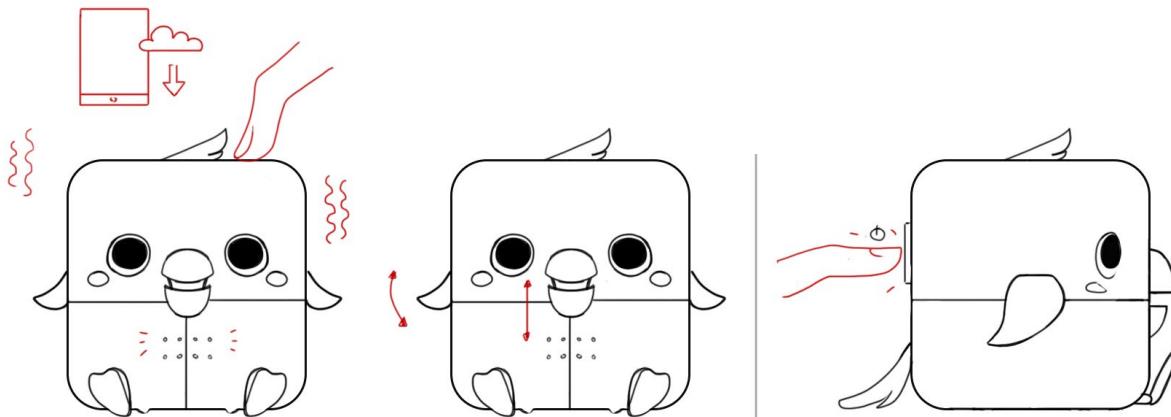
Team Elie Barakat, Marco De Cristofaro,  
Matteo Paoli

2021

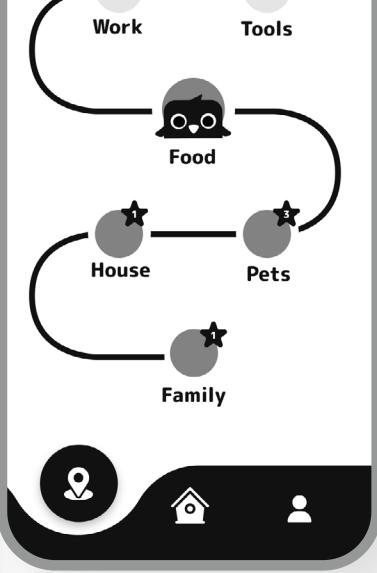
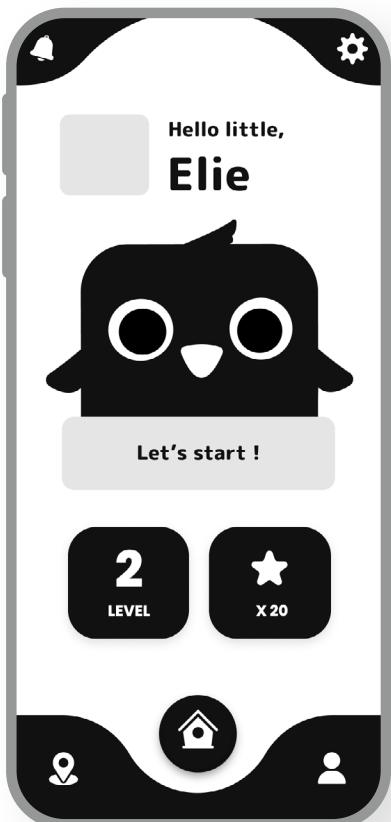
Blender

Protipie

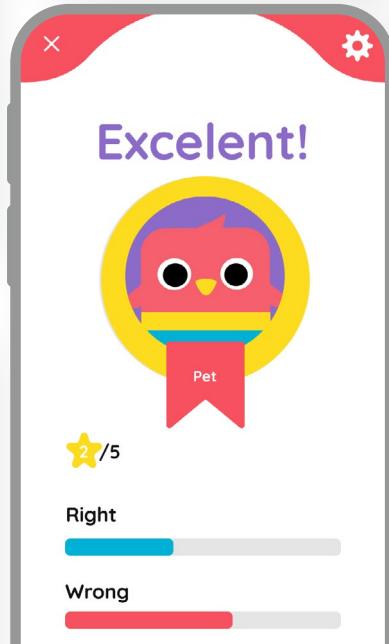
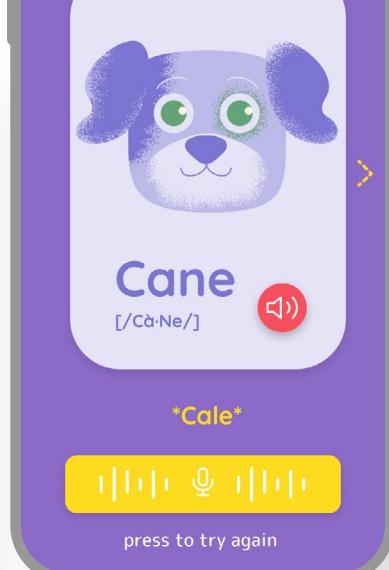
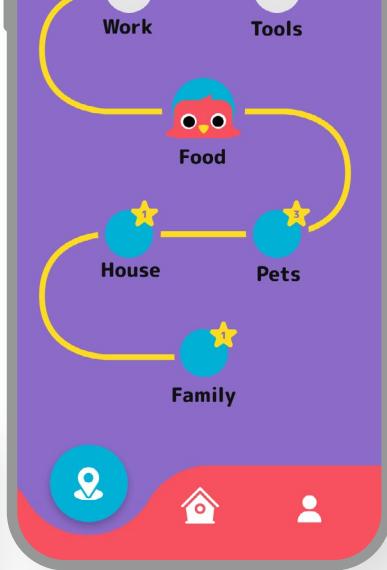
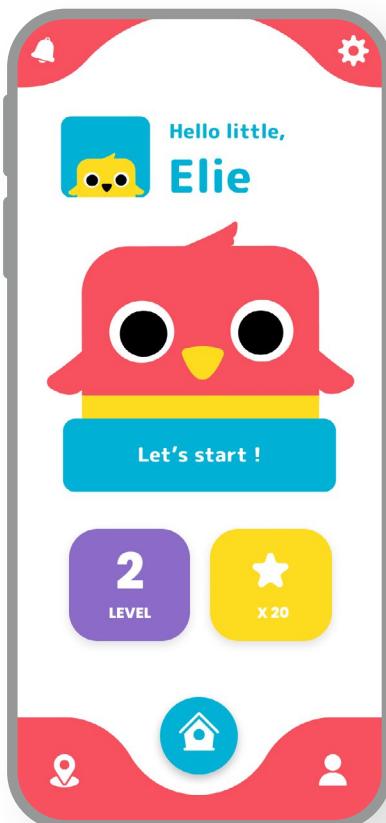
Figma



**WIREFRAME**  
Gugu



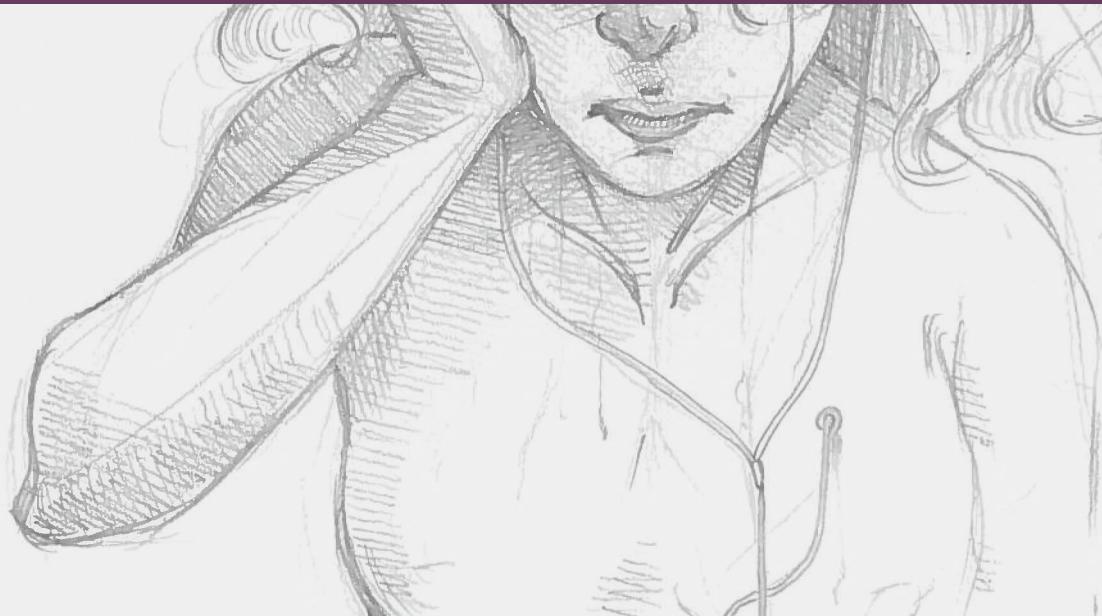
UI DESIGN  
Gugu



# SIGNS IN MOTION

Illustrations

06



Illustrations

Emotion is a word whose etymology comes from the phrase: *Energy in motion*. So, in this project, I tried to recreate feelings on paper, such as in a storyboard, by drawing as a method to understand emotions. This method helped me with being more empathetic and thoughtful upon others.

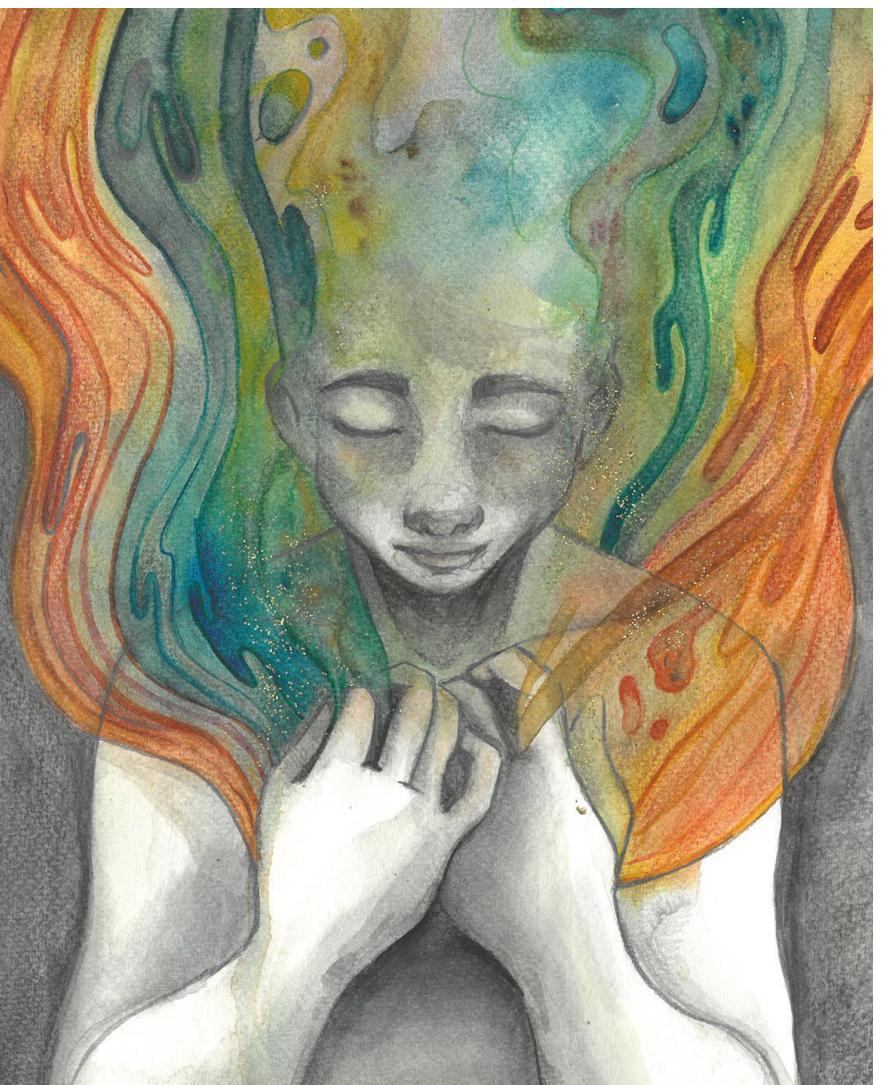
Role Visual artist

1999 — 2021

Pencil







**chiara7.brambilla@mail.polimi.it**

