



Gianluca Zoni

INTERACTION DESIGNER • CREATIVE DEVELOPER

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*I'm an ambitious designer with a passion for outdoors and anything with a chip inside,
I strive to make meaningful content to make the world a tiny bit better.*

Education

Politecnico di Milano

MASTER OF SCIENCE IN DIGITAL AND INTERACTION DESIGN

Milan, Italy

Sep. 2022 - Now

Politecnico di Milano

BACHELOR'S DEGREE IN COMMUNICATION DESIGN

Milan, Italy

Sep. 2019 - Jul. 2022

Experience

PoliMovies Cinematography & Film Making Association

CO-FOUNDER & VICE-PRESIDENT

Milan, Italy

Jun. 2023 - Present

PoliMovies is the first designers-led student association at Politecnico di Milano, dedicated to creating a vibrant community of aspiring filmmakers and cinephiles.

Our mission is to promote cinematography culture to students through curated movie screenings and cine forums, hands-on workshops to develop storytelling and film production skills, and collaborative production projects. We provide opportunities for members to explore the art and craft of filmmaking, develop their skills, and showcase their creative talents.

- Coordinated licensing agreement for the screening of movies
- Managing relations with entities and brands collaboration for the organization of events
- Producer and Post Production Supervisor for the projects led by the association

Politecnico di Milano

STUDENT AMBASSADOR

Milan, Italy

Apr. 2023 - Present

- Counseling students in discovering the field of Digital and Interaction Design and getting to know life at Politecnico di Milano

Softec S.p.A.

UI DESIGNER

Milan, Italy

May. 2022 - Jul. 2022

Internship in the Marketing and Design department of the company

- Assisted the Design team in transitioning from Sketch to Figma

Politecnico di Milano

IT CONSULTANT & INNOVATIVE TECHNOLOGIES TUTOR

Milan, Italy

Mar. 2021 - Dec. 2021

Collaboration with METID department in Politecnico di Milano assisting schools during the COVID-19 pandemic with distance learning, counseling teachers and students in the use of digital and innovative learning platforms

- Performed programming lessons in an elementary school utilizing a tailored educational version of the popular video game Minecraft

Honors & Awards

2020 **Winner**, MESathon Human-Computer Interaction 24h Challenge

Online

Skills

Design Tools Figma, Adobe Creative Suite, Blender, DaVinci Resolve

Prototyping Prototipe, Arduino, Unity

Front-End HTML/CSS, Javascript, Node.js, Astro, React.js, Three.js

Soft Skills Leadership, Communication, Problem Solving, Time Management

Languages Italian native, English C1