Jacopo Ruoti Portfolio



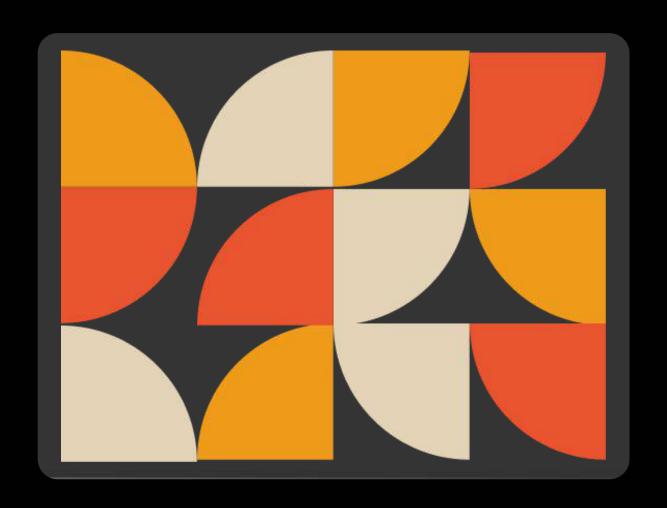
Ciao, I'm J!

I am seeking an internship in the field of UX Research/UI design, to incorporate aspects of the work carried out during the internship into my thesis project. My bachelor's degree in Communication Sciences allowed me to delve into various aspects of advertising communication and provided me with a solid foundation in artistic subjects such as cinema and contemporary art. Meanwhile, the master's program I am currently pursuing is focused on the study of UX/UI design, Web Design, and Front-End.



My Process 🚓

- O Discovery call
- Design phase
- 2 Build phase
- Launch phase



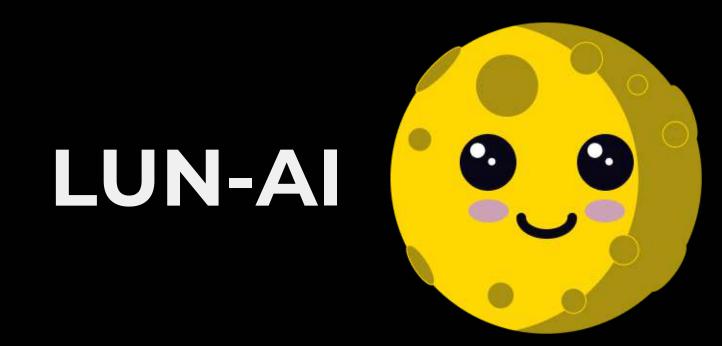






Briefing: Create a website or an application aimed at seniors

Skill used: Figma, Adobe Illustrator









Game Design 💝

BoardGame: Garden Groove

I am creating a board game with a friend who is a game designer. Our goal is to sell the product through a crowdfunding campaign on Kickstarter.

Through an iterative design process, we are enhancing the gaming experience and modifying the prototype rules to achieve an excellent gaming experience that is both enjoyable and balanced. The following research methods have been utilized: post-event surveys on Qualtrics, game recording via video, and A/B testing.



"Meet and Play 2024" at SpazioWow in Milano

Treedy - Gamification 🚣

Bricfing: Restyle a brand UI by adding a new feature while maintaining the same brand's identity and core business of the company

Skill used: Figma, Adobe Illustrator, Adobe Photoshop











Bricfing: Create a website based on a TV series

Skill used: Figma, Adobe Illustrator, Adobe Photoshop, Html, Css





Github Link



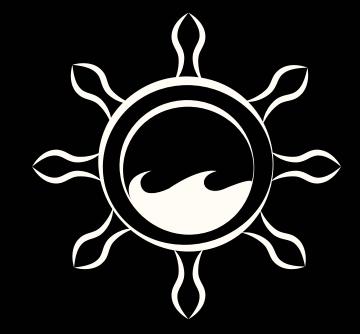
*Attention this project is only for desktop screens

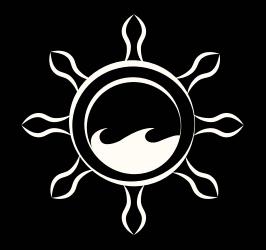


Briefing: Create a website themed around time travel using clocks

Skill used: Bootstrap, Adobe Illustrator, Adobe Photoshop

ODYSSEY WATCHES





Website Link



Briefing: Create a website that can be economically sustainable

Skill used: Wordpress, Adobe Illustrator





Website Link

Visual Design

I created an A4 poster for a hypothetical exhibition at Hangar Bicocca in Milan, commemorating the centenary of Italo Calvino's birth. The poster has a cheerful and playful tone, given by the combination of bright colors and the alternation of planets and constellations. The aim was not to create a stern and serious poster but rather the opposite, to attract the attention of passersby. Furthermore, the graphic choice is inspired by a novel by Calvino titled "Cosmicomics," in which the title is a pun of word between cosmo and comedy is already associated with humor in the title, thus creating a reference to Calvino's literary work.

