

# MATTEO REPETTO // UI Designer and Art producer



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**PORTFOLIO** [https://matteorepetto.github.io/Teo\\_PORTFOLIO/](https://matteorepetto.github.io/Teo_PORTFOLIO/)

**MY GAME "PARADOXI!"** <https://store.steampowered.com/app/3129310/Paradox/>

## OTHER LINKS

Linkedin // <https://www.linkedin.com/in/matteo-repetto-3923861a0/>

Instagram // @papauteo <https://www.instagram.com/papauteo/>

Itch.io // <https://papauteo.itch.io/>

## ABOUT ME

Graduated in Communication Design at Milan Polytechnic, passionate about visual design, art, illustration (created both digitally and with traditional techniques), Gen AI, UX and UI design, video games and comics. Aspire to work in the field of Digital Design and Game Design.

## → EXPERIENCE

May 2024 - current  
Milan, Italy (Hybrid)

### Accenture - UX/UI Designer

- Producing graphical elements and complex artifacts, like design systems and coherent assets
- Designing UI following the principles of accessibility and usability, with a focus on apps and websites.
- Working in team for clients all around the world.

May 2021 - Feb 2023  
Milan, Italy

### Pixelmug, Self-employed - Junior Art Director

- Art director for the student project "Pixelmug", a software house made by students for students of Milan Polytechnic.
- Participated in several game jams achieving excellent results (the game "Everything is fine" was in the top 20 out of more than 1.000 projects submitted to Brackeys Game Jam 2021).

## → PROJECTS

Oct 2023 - current  
Remote

### UX/UI Designer and Art producer for the videogame "Paradoxi!"

- Designing and Art production with cross-functional collaboration and project coordination.
- Conceptualization and creation of other assets external to the UI, such as backgrounds and interactable elements (obstacles, platforms, etc.).
- Design of advertising material for fairs and events.

2-3 Sep 2024  
On-site

### Tarot Design Workshop with "Fiammiferi"

- Led a hands-on workshop on designing custom tarot cards.
- Guided participants in illustrating their own tarot deck on blank cards.
- Provided artistic advice, basic drawing techniques, and subject selection guidance.
- Assisted in applying foil effects for a professional finish.

Jun 2024 - May 2025

### Custom Magic tokens

- Made several custom tokens, personally taking care of both the paper design and the layout.
- Collaborated with several realities of the Italian pauper leagues, including that of the Savona pauper league.

## → EDUCATION

Sep 2021 - Apr 2024  
Milan, Italy

### Politecnico di Milano

Master's degree, Communication Design // Final mark: 110/110

Jan 2023 - May 2023  
Kouvola, Finland

### XAMK - South Eastern Finland University

Erasmus, Game Design

Sep 2018 - Jun 2021  
Milan, Italy

### Politecnico di Milano

Bachelor's degree, Communication Design // Final mark: 110/110

Sep 2012 - Jul 2017  
Savona, Italy

### Arturo Martini High School

Artistic diploma, Architecture course // Graduation exam Final mark: 90/100

## → SKILLS

- Art direction
- Concepting
- Illustration
- Prototyping
- UX principles
- UI design systems
- Visual storytelling
- Prompt design
- AI tools integration
- Team building
- Presentation & pitch
- Cross-disciplinary collaboration
- Time management
- Versatile
- Creative problem solving
- Design thinking

## → SOFTWARE

- |           |                    |
|-----------|--------------------|
| Figma     | ChatGPT            |
| Photoshop | Illustrator        |
| InDesign  | After Effects      |
| Blender   | Visual Studio Code |
| Unity     | Procreate          |

## → CERTIFICATES

June 2021  
Milan, Italy

### Cambridge certificate - First (B2)

Cambridge assessment English

## → LANGUAGES

- **Italian** (Mother Tongue)
- **English** (B2 Level)

February 2020  
(Remote)

### Character Design for Videogames

CALARTS (Coursera)