

CURRICULUM VITAE // MATTEO REPETTO *Communication Design student*

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

PORTFOLIO https://matteorepetto.github.io/Teo_PORTFOLIO/

DESIGN FIELDS

- UX/UI Design
- Game Design
- Character Design
- Branding

PROFESSIONAL SKILLS

- Prototyping** // Deep knowledge of Figma and in the production of high-fidelity digital prototypes
- Concept art** // Versatile in the production of illustrations, with both digital/traditional techniques
- Art direction** // Able to organize the team work and skilled in leading the artistic side of a project
- Geek** // Always updated on the last technologies, like AI generation tools and VR
- Work in team** // Used to collaborate with people from different countries and skilled in team-leading
- Versatile** // Ability to move across different software (in-depth knowledge of the Adobe suite and Figma) and skilled in resource-time management

TECHNICAL SKILLS

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|---------------|---------------|-----------|
| • Adobe suite | • HTML/CSS | • Excel |
| • Clip Studio | • Blender | • ChatGPT |
| • Figma | • Power Point | • Unity |

EDUCATION

- Milan, Italy
September 2021-
Now

Master's Degree
Communication Design // Politecnico di Milano

The educational objectives are aimed at increasing the level of theoretical and systemic skills and the creation of a designer who is able to define strategic concepts related to the design of complex communication systems, with particular reference to digital environments.
- Kouvola, Finland
January 2023-
May 2023

Erasmus experience
Game Design // XAMK

This experience was helpful in furthering my game design studies, focusing on 3D modelling/ sculpting (Blender and 3D Max), Character design and basic knowledge of Unity. Also, I improved my communication skills in English and, above all, it was beneficial for me to grow as a person.
- Milan, Italy
September 2018-
June 2021

Bachelor's Degree
Communication Design // Politecnico di Milano

A degree focused on different sides of the communication project, like graphics and editorial communication, coordinated image and branding, web design, design and implementation of interfaces. Final mark: 110/110
- Savona, Italy
September 2012-
June 2017

High school diploma
Artistic diploma // Liceo Artistico Arturo Martini (Architecture course)

Graduation exam final mark: 90/100

EXPERIENCE

- Milan, Italy
May 2021-
February 2023

Junior Art Director
PixelMug // self-employed

Art director for the student project "Pixelmug", a software house made by students for students of Milan Polytechnic. With this experience I had the opportunity to participate in a different game jam and achieved excellent results

EXPERIENCE

*Savona (Remote),
Italy
June 2018 - Now*

○ **Freelance designer**
Branding and communication designer

The projects were mainly focused on developing strong brand identities, through the creation of a coherent and effective design system composed of different visual elements (such as icons, logos, colors, fonts,...) that reflect the customers' original values .

CERTIFICATES

*Milan, Italy
June 2021*

○ **Cambridge certificate - First (B2)**
Cambridge assessment English

*Coursera
February 2020*

○ **Character Design for Videogames**
Coursera // CALARTS

How to develop an effective character design for video games starting from general basic knowledge (theory of the three shapes, importance of the silhouette, level of details, and color theory).

LANGUAGES

- Italian (mother tongue)
 - English (B2 Level)
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HOBBIES

Walking in the woods | Playing team sports (especially basketball) | Drawing and painting | Swimming and staying close to water | Reading comics and books | Playing videogames | Listening to music
