

MATTEO REPETTO

Communication Design student



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DESIGN FIELDS

Game Design

UX/UI Design

Branding

Gamification

PORTFOLIO:

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



→ 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. Aspire to work in the field of Digital Design and Game Design.

→ SKILLS

Software

- Adobe suite
- Figma
- Blender
- Unity
- Excel
- Powerpoint
- ChatGPT
- Procreate
- Visual Studio

Technical skills

- Art direction
- Prototyping
- 3D Modeling
- HTML/CSS
- Concepting
- Gamefication
- Versatile
- Time management
- Team leading
- Illustration
- Presentation & pitch

→ EDUCATION

Sep 2021 - Apr 2024
Milan, Italy

Politecnico di Milano
Master's degree, Communication Design

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

→ EXPERIENCE

May 2021 - Feb 2023
Milan, Italy

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.

Jun 2018 - Oct 2020
(Remote)

Freelance Branding & Graphic design

- Design system
- Logo Design
- Brand identity

→ CERTIFICATES

June 2021
Milan, Italy

Cambridge certificate - First (B2)
Cambridge assessment English

February 2020
(Remote)

Character Design for Video games
CALARTS (Coursera)

→ LANGUAGES

Italian (Mother Tongue) // English (B2 Level)