

MATTEO REPETTO

Communication Design student

CONTACT INFO

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

PRESENTATION

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. I would like to work in a place where my creativity is constantly nourished and where I have the opportunity to get involved, in the company of people with whom I can share passions and experiences. I describe myself as a very curious person, who likes to discover the world and stay close to nature and learn new things about everything, by studying and observing what happens around me. I'm punctual and always ready to face new challenges. During my free time, I like to walk in the woods and explore abandoned places, playing basketball with friends and listen to music.

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. The goal of the role is to give students the opportunity to learn the basic topics regarding working in a team for the creation of the artistic part of a video game, by doing concrete concept arts useful for the future development of a videogame, and simple but stunning game jam projects.

Savona (Remote),
Italy
June 2018 - Now

Freelance designer Branding and communication designer

Worked for several clients (especially for music bands and social pages) as branding and communication designer. The projects were mainly focused on the development of strong brand identities, through the creation of a coherent and effective design system composed of different visual elements (such as icons, logos, colours, fonts,...) that reflect the original values of the clients.

Varazze (Savona),
Italy
June 2018 -
September 2018

Lifeguard Bathhouse "Paolina beach"

Worked as the safety manager of the plant's swimming pools, guaranteeing customers a safe and comfortable experience while also performing other tasks such as cleaning and opening / closing the structure at set times.

EDUCATION

Milan, Italy
September 2021-
Now

Master's Degree Communication Design - Politecnico di Milano

The educational objectives of the Master of Science in Communication Design are aimed at increasing the level of theoretical and systemic skills and the creation of a designer who—after having acquired technical and design skills in the field of media and artefacts of a different nature—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

Erasmus at the XAMK university in Finland (Kouvola). 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 that attests a very high level in the development and production of communication artifacts, by moving on all sides of the communication project: graphics and editorial communication; audiovisual and multimedia publishing; coordinated image and branding; product packaging and communication; web design; design and implementation of interfaces and interactive installations. Final mark: 110/110

Savona, Italy
September 2012-
June 2017

○ **High school diploma**
Artistic diploma - Liceo Artistico Arturo Martini

A diploma that attests a basic knowledge in different subjects, a high level of knowledge in different art fields and great ability in the production and development of artistic artifacts, especially addressed to industrial design and architecture. Graduation exam final mark: 90/100

CERTIFICATES

Milan, Italy
June 2021

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

Certificate of intermediate level, that attests a good knowledge of English language in different fields: speaking, writing, listening and reading.

Coursera
February 2020

○ **Character Design for Videogames**
Coursera

Online certificate promoted by CALARTS, about how to develop an effective character design for videogames starting with general basic knowledge (theory of the three shapes, the importance of the silhouette, level of details, ...).

SKILLS

- Highly Skilled in developing User Interface (especially prototypes on Figma)
- Highly skilled in the production of illustrations, both digitally (Photoshop, Clip Studio Paint and AseSprite) and traditionally (watercolour, markers, paint, ...).
- Highly Skilled in storytelling, especially in the production of coherent brand identity systems, logos and icons, character design, world-building and scripting.
- Skilled in User Experience and service design in general
- Skilled in coding, especially in HTML and CSS, with basic knowledge of Javascript and libraries like P5js.
- Skilled 3D modelling and production of mockups with Blender and basic knowledge of 3D Max studio (Skilled in the use of the tool Grease Pencil and Sculpting mode).
- Skilled in Team building and working in a team of people from different states/places.
- Skilled and versatile in the use of Adobe suite (especially with Photoshop, Illustrator, Indesign, After Effects and Animate).
- Skilled in the use of Open Office (Excel, Word and Powerpoint).
- Deep knowledge of the world of gaming and game design in general.
- Good knowledge of editorial design and printing.
- Basic Knowledge of Unity and use of tile maps.

HOBBIES

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