MATTEO REPETTO

Communication Design student



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DESIGN FIELDS

Game Design

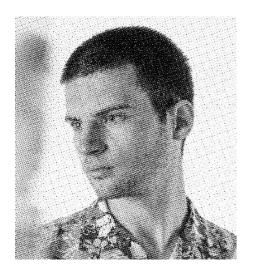
UX/UI Design

Branding

Gamification

PORTFOLIO:

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



\rightarrow 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.

\rightarrow SKILLS

Software

- Adobe suite
 Unity
 - ChatGPT
- Figma
- Excel
- Procreate

Blender

Powerpoint

Visual Studio

Technical skills

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

\rightarrow 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

\rightarrow 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)