

MAIL

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PORTFOLIO

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OTHER LINKS

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Instagram // [@papauteo](https://www.instagram.com/papauteo/) <https://www.instagram.com/papauteo/>

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

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ABOUT ME

Graduated in Communication Design 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.

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EXPERIENCE

- May 2024 - current
Milan, Italy (Hybrid)

UX/UI Designer - Accenture

 - Learning how to produce graphical elements by following a specific Design system.
 - Designing UI following the principles of accessibility and usability.
 - Working in team for very important clients in the banking and television environment.
- 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.
 - 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).

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PROJECTS

- Oct 2023 - current
Remote

UX/UI Designer and 2D artist for the videogame “Paradox!”

 - User flow and UI design lead of both in-game menus and HUD.
 - 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.

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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

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SKILLS

- Art direction
 - Prototyping
 - Illustration

- Time management
 - Team building
 - Presentation & pitch

- Concepting
 - UX principles
 - Versatile

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SOFTWARE



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CERTIFICATES

- June 2021
Milan, Italy

Cambridge certificate - First (B2)

Cambridge assessment English
- February 2020
(Remote)

Character Design for Video games

CALARTS (Coursera)

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LANGUAGES

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