

RUBEN GANDUS

Interaction and visual Designer

Portfolio: <https://rubengandus.github.io/Ruben-Gandus/>

Born in Milano, 07/11/1995

Currently based in Barcelona

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ACADEMIC CAREER

Master degree in
Interactive Arts at
**Faculdade de
Belas Artes de Lisboa**
Lisbon, Portugal
(2019-2021)

Bachelor degree in
Product and Graphic Design at
Politecnico di Torino
Torino, Italia
(2016-2018)

Erasmus Internship at
Politécnico de Tomar
Tomar, Portugal
(2017-2018)

High school license
at **L. C. Anco Marzio**,
Rome, Italy
(2011-2015)

Summer school in
**Southampton, Dublin,
London, Hull, Dundee**
UK/Ireland
(2010-2014)

PROFESSIONAL CAREER

Collaborator of **International
Meeting of Art and Technology**
at **Faculdade de
Belas Artes de Lisboa**
Lisbon, Portugal
(2019)

Video Making and
Graphic Design **tutor**
at **Faculdade de
Belas Artes de Lisboa**
Lisbon, Portugal
(2019)

Internship at **Flextronics**
as **UX, UI and product
designer**
Milan, Italy
(2019)

Curricular internship at
Boumaka
as **Graphic e UX designer**
Turin, Italy
(2018)

Workshop at
Lavazza Training Center
as **Exhibit designer**
Turin, Italy
(2017)

TOOLS AND LANGUAGES

Photoshop	● ● ● ● ●
Illustrator	● ● ● ● ●
Indesign	● ● ● ● ●
After effects	● ● ● ● ●
Invision	● ● ● ● ●
Figma	● ● ● ● ●
Premiere	● ● ● ● ●
Unity	● ● ● ● ○
Rhino	● ● ○ ○ ○
Blender	● ● ○ ○ ○
Italian Mother tongue	● ● ● ● ●
English IELTS: 7.5	● ● ● ● ○
Portuguese	● ● ● ● ○
Spanish	● ● ● ○ ○
French	● ● ○ ○ ○
HTML	● ● ● ● ○
CSS	● ● ● ● ○
C#	● ● ● ○ ○
JS	● ○ ○ ○ ○