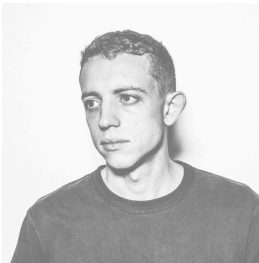


Tommaso Prinetti

Product/Digital Designer & Design Researcher



Work experiences & Freelance Projects

Fixed-time contract Ongoing { Sept. 2024 }

Sciences Po Medialab

Research design assistant.

Internship Completed { Feb. 2024 - June 2024 }

DensityDesign Laboratory

Digital methods research & Comm. design.

Project-based contract Completed { Nov. 2023 - March 2024 }

VB&Partners

Strategic branding re-design, web-design & development.

Project-based contract Completed { Sept. 2023 - July 2024 }

TBD Ultramagazine

Website re-design & Development.

Project-based contract Completed { June 2022 - June 2023 }

SK Projects

Strategic branding re-design, web-design & development.

Project-based contract Completed { March 2021 - Sept. 2022 }

Paolo VI ONLUS

Strategic branding re-design.

Project-based contract Completed { April 2021 - May 2022 }

LIUC University & Industrial Cinema Archive

Video art direction & Video editing.

Education

Achieved - Cum laude { September 2022 - July 2024 }

Master in Communication Design

Politecnico di Milano, school of Design

Achieved { September 2019 - July 2022 }

Bachelor in Industrial Product Design

Politecnico di Milano, school of Design

Completed { January 2021 - June 2021 }

Erasmus+ experience

NCAD Dublin

Participations, workshops, etc..

- Ecologies of LLM Practices: paper
- Honorable mention Global Data Barometer
- HypeStudies UO Barcelona: tedium exhibition
- FutureOBS: paper
- OSINT for UKRAINE
- DMI Summer School UVA Amsterdam
- DMI Winter School UVA Amsterdam
- Panasonic on New Plastic materials

Design proficiency

- Figma
- Adobe suite (complete)
- Blender
- Davinci resolve

Development

- Sveltekit 4, 5
- Js
- Html
- Css
- Ts
- Python
- Colab/Jupyter
- Npm/Bun
- Git
- Cursor, VSCode & IDEs

Others

- QGis
- Gephi
- Doc suite
- Excel & Tabulars
- Excel & Tabulars

Language competences

- Native Italian
- Cambridge English-CI
- French

Links

- Github Page
- Design portfolio
- Medialab's profile

Personal Focus & Design Interest

I am currently focused on designing artifacts that have a deep relationship with the user, combining different skills and areas of competence. LLMs and design need to interact with each other to provide the widest creative aperture possible.

I believe this can happen through a serious understanding of APIs and coding, which are essential for effectively communicating and showcasing LLMs. Design, digital methods, and a deep understanding of the user's perspective are the key points of my method