Damiano Gui

Education

Masters Degree cum laude in Visual and Multimedia Communication Design, IUAV University of Venice | Interaction design curriculum, thesis supervisors Gillian Crampton Smith and Philip Tabor [Venice, 2010 - 2013]

Visiting Student, MIT Senseable City Lab [Boston, Aug - Nov 2012]

Bachelor Degree cum laude in Modern Literature, Università degli Studi di Padova [Padua, 2010]

High School Diploma in humanities, Lyceum Tito Livio [Padua, 2005]

Experience

Carlorattiassociati S.r.l (interaction design team leader) [Sept 2014 - currently]

/projects

Lift-Bit (UX, interaction design) | Triennale di Milano [Milan 2016]

Free Pixel (project manager, UX, exhibit design) | Artemide [Milan 2014]

Future Food District (UX, interaction design) | Coop [Milan 2015]

Makr Shakr (interaction design, user interface design, data visualisation, graphics, web design, social media marketing, communication) [Turin Sept 2014 - currently]

Hic Locative Media S.r.l. | Founder and CEO. (project management, product design, communication, business development, marketing) [Oct 2013 - Sept 2014]

TechPeaks - The People Accelerator | Selected participant in the 6-months international startup incubation and acceleration program [June - Dec 2013]

Lago Film Festival 2012 | Design and development of the official iOS application for Lago Film Festival [May - June 2012]

Adobe Systems Inc. | Design and development of the official iOS application for Adobe Design Achievement Awards 2012 [Dec 2011 – March 2012]

Indipendent game developer | Design and development of mobile games Blue Pond (iOS / Android) and Quantum Lake (iOS / Android) [2014-2016]

Freelance web designer | Concept and development of various brand graphic guidelines and websites [2010-2016]

Freelance videomaker | Concept and realisation of various web, TV advertisements and explainer videos [2011-2015]

Awards

Lucky Strike Talented Designer Award, winner of category 'Web, graphics and apps' with the project Terrarium - living maps [Bari, May 2014]

Interaction Awards, finalist in the 'Optimising' category, with the project Terrarium - living maps [Amsterdam, Feb 2014]

MIT Innovators Under 35 by MIT Technology Review Italy [Paua, May 2013]

Adobe Design Achievement Awards, finalist in the mobile design category, with the team project Whispering Reeds [Taipei, Oct 2011]

Talks
Wearable Tech Torino [Torino, Nov 2016]

Internet of Things - nuove tendenze e nuove sfide at SUPSI [Manno, Sep 2015]

Mobility, Behaviours: Apps at Push [Palermo, Nov 2013]

Publications
Delta Landscape 2100 (contributor) - Professionaldreamers, Trento, 2012

Alberto Savinio and Cinema, an Ongoing Mythology - Fabrizio Serra Editore, Pisa, 2012

Write Not Die (co-author) - Cleup, Padova, 2011

Workshops
Machine learning for artists and designers with Gene Kogan [Milan, Nov 2016]

Mind the Bridge Startup School (business development) [San Francisco, Feb 2014]

Summer School Delta del Po, (environmental planning and communication) [Taglio di Po, Aug 2011]

Filming and editing techniques at Imagecom Italia S.r.l. [Dec 2008-Feb 2009]

Film directing and screenwriting workshop at University of Padua [Padua Jan-June 2008]

Language
Mother tongue **Italian**

Professional written and spoken **English** | IELTS Score 8.5/9

Technical Skills
Digital graphics (Adobe InDesign, Photoshop, Illustrator, Sketch);

Interactive prototyping (Invision, Pixate, Framer.js, Processing);

Physical prototyping (Arduino, basic electronics, welding and laser-cut);

Web design (basic front-end development in html, css, javascript);

Video making and editing (Camcorder use, Final cut Pro, Adobe Premiere);

Motion graphics (Apple Motion, Cinema 4D)