

andrea sassi

22.03.2000 ITA · C2 (mother tongue) ENG · C1 SPA · A2 FRA · A1

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Multidisciplinary designer and illustrator, currently located in Italy and commuting between Bergamo and Urbino. His passion for game design and concept art find their origin in a classical studies background – to which he owes an ardent interest in folklore studies and mythology – with a longstanding love for fantasy, storytelling and worldbuilding.

DIGITAL SKILLS

- Office Suite (Word, Excel, PowerPoint...)
- Adobe Suite (Photoshop,
 InDesign, Illustrator, Premiere,
 AfterEffects)
- web development (HTML, CSS, JavaScript)
- 3D modeling (Blender, Autodesk 3DStudio Max)
- FontLab 7

CRAFT SKILLS

- traditional media illustration & calligraphy (ink, gouache, watercolour, pencil...)
- fine art printing (screenprint, etching)
- bookbinding

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academic background

2022 – IN PROGRESS

MA Illustration for Publishing at isia Urbino isiaurbino.net

2019 - 2022

BA in Communication Design at Politecnico di Milano www.polimi.it

2014 - 2019

High school diploma – Classics major at Liceo Classico Paolo Sarpi www.liceosarpi.bg.it

work experience

2023 – IN PROGRESS

Freelance graphic designer & illustrator

2023 Graphic design, web design

for Arts&Culture projects Le Vie del Sacro,

Destinazione Museo

client: Fondazione Adriano Bernareggi

www.leviedelsacro.com | www.fondazionebernareggi.it

2023 Graphic design, wayfinding

client: Schweizer Schule Bergamo www.scuolasvizzerabergamo.com

2022 Graphic design

client: AVIS Azzano San Paolo

2021 Illustration, mapmaking/cartography

for the book Giovani ambasciatori. Una torcia per Erthalys

client: bookabook.it

2017 Internship, school–work exchange

Exhibition guide

at Contemporary Locus

contemporary locus.it