Diego Turtulici

</>
Web Developer

*\ UX/UI Designer



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ABOUT ME

I am a creator in a broad sense, interested in improving and designing modern and flawless user interfaces.

Passionate about innovation, I myself everyday different fields, providing the best possibile experiences to users, visitors and players.

WORK IN NUMBERS

80.000+ photos 200+ posters 50+ logotypes **30+** websites 20+ illustrations 20+ projects 20+ videos

Animations, bookmarks, stickers, business and smart-cards, icons, t-shirts, themes...

WORK EXPERIENCE

current Freelance </> Herberal 😯 2020 Comagri 😯 Tech.is.it (Riccardo Palombo) 2019 Dsign </> IterTour </> 🔌 🙆 🕄 1010 (1 Object 1 Owner) </> 👋 🙆 🕄 Colnago Bikes </> 💥 🕄 Terzarossa Bikes </> 📉 Elav Beers </> Gancia Wines </> FlyFish (sportswear) </> Il Prato (publisher) Libersoft ⟨/> ¾ ⊚ €3 Imparaora ⟨/> ๗ €3 2018 Tattooa 👸 🕄 2017 El Poblet </> 2016 Kelevra (band) 🔘 🕄

PROJECTS

ITMenu (2020 - Today) An online menu's software for restaurants.

SenzaParole (2016 - Today) A digital Illustration series, exhibited in Pisa, Vittoria (RG), Livorno and Milano.

WasteCopter (2019)

A drone web game (CAPTCHA-like) for neural network trainining to find garbage in the oceans (NASA Space Apps Challenge).

INTERESTS

Social & Political Activities

I was elected as representative in the Municipal Youth Council, the Provincial Consult (High-School) and the Degree Course Board (University).

Technology & Innovation

I'm always updated with new trends in the tech world, and I keep exploring innovations both as user and creator.

JasterSind (2018 - 2020)

2010 Freelance 🔯 🕄

A rewriting of the original MasterMind game in JavaScript.

Pomelo (2018)

Tournament web app using Elo ranking.

MinHex (2017 - 2020)

UI design and front-end coding of an existing Minesweeper game into a hexagonal lattice.

Cloch (2016 - 2020)

A nex concept of clock, built on an hexagon: ideation and coding.

Open Source

GNU/Linux enthusiast. Almost all my code is public and with free licences.

I enjoy drawing, acting, playing and composing music and building/fixing things.

Science & Philosophy

I enjoy divulgative content about physics, math, computer-science, phylosophy.

LANGUAGE SKILLS

Italian

English

EDUCATION

High School Diploma

Computer Science Student

Digital Humanities Student

GIT REPOSITORY

SKILLS & TOOLS

Webnode, Bootstrap

Desktop publishing, Image Manipulation, Vector graphics, Digital Painting, Game Design, Video and photo editing Font Design

LaTeX, Libre/OpenOffice, GoogleDocs, OnlyOffice, MS Office

Python, Git, Shell, JavaScript, JQuery, Flask, Django, PHP, SQL

GNU/Linux, OpenSource,

