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 </>/> ¾ 🙆 🕄 1010 (1 Object 1 Owner(/> 📉 🙆 😯

Colnago Bikes </> 💥 🕄

Terzarossa Bikes </>

Elav Beers </>

Gancia Wines </>

FlyFish (sportswear) </>

Il Prato (publisher)

Libersoft ⟨/> ¾ ⑥ ⓒ

Imparaora </> 🖒 🕄

2018 Tattooa 👩 🕄

2017 El Poblet </>

2016 Kelevra (band) ()

2010 Freelance 💿 🕄

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).

JasterSind (2018 - 2020)

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.

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.

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

English Italian

EDUCATION

Digital Humanities Student

Computer Science Student

High School Diploma

GIT REPOSITORIES

https://git.eigenlab.org/sbiego https://github.com/diesys

SKILLS & TOOLS

HTML5, CSS3, WordPress, Hugo, Webnode, Bootstrap, SCSS, SASS

Desktop publishing, Image Manipulation, Vector graphics, Adobe suite, 3D, Digital Painting, Game Design, Video and photo editing, Font Design

Docs, OnlyOffice, Office365

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

GNU/Linux, OpenSource,

