GABRIEL GIANORDOLI

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PROFESSIONAL EXPERIENCE

Senior Interaction Design Editor
The Wall Street Journal, 2017-

Creative Researcher
The Office for Creative Research, 2016-2017
Worked on the interaction design and prototyping of data-focused projects.

Senior Visual Designer
Smart Design, 2015-2016
I led the visual language of projects, focusing on interaction design and collaborating with researchers, industrial designers, UX designers, and engineers. I worked on projects ranging from wearables to digital systems. My activities included:
• defining visual guidelines for interactive systems;
• prototyping (paper and code-based);
• communicate ideas with sketching and photography.

Part-time Faculty: Data Visualization
Parsons School of Design, Spring 2016
I developed the syllabus and taught this course combining basics of Data Visualization theory and hands-on coding. The program was split in 3 modules: *visualizing for communication*, focused on data manipulation and out-of-the-box tools like OpenRefine and CartoDB; *visualizing for exploration*, with an emphasis on interface design and D3; *databases*, about archives and server-side apps (NodeJS + MongoDB). github repo here

Part-time Faculty: Web Advanced
Parsons School of Design, Fall 2015
I developed the syllabus and taught an advanced web course focused on designing, building and deploying data-driven Web applications. It combined a mix of theory on interface design and hands-on coding — from front-end (JavaScript, Angular) and back-end (NodeJS) to databases (MongoDB). github repo here

Adjunct Professor: Interactive Data Visualization
NYU School of Professional Studies, 2014-2015
I developed the syllabus and taught this course, approaching dataviz from loading to representing. It also includes case studies examined through a technical and conceptual lens and basic-level programming.

Creative Technologist
Metropolitan Museum Media Lab, Spring 2015
Worked on a recommendation system based on user-generated data. It combines online data and the physical location of artworks in the galleries to algorithmically generate a custom tour for users.

Interaction Design Intern
IDEO Boston, Summer 2014
I collaborated with multi-disciplinary teams in two main projects: the interaction design of a medical device and the UX of a large government web app. I contributed to all stages of those projects, and my activities included:
• concept ideation
• UI concepting/wireframing
• visual and communication design
• front-end prototyping

Founding Faculty
OF Course, May 2014-May 2015
I helped create this creative technology program and taught classes on algorithmic animation and data visualization, using openFrameworks.

Senior Interaction Designer
Itaú Bank - Innovation and UX, 2012-2013
I worked on a team focused on new ideas for the bank, collaborating with computer scientists, information architects, journalists, and anthropologists. My activities:
• conduct researches and user interviews;
• plan ideation workshops;
• prototype in multiple media (from paper to digital).

Senior Infographics Designer

Época Negócios Magazine, 2011-2012

Época Negócios is a business magazine with a pop approach. My role in the team was to explain complex economical subjects through visual diagrams and charts.

Senior Graphic Designer

Superinteressante Magazine, 2008-2011

Superinteressante is a pop science magazine. I worked in close collaboration with journalists, illustrators and photographers producing features for it. I was the magazine specialist for datavis and helped develop its redesign in 2009.

Parsons MFA DT Bootcamp

Introductory classes for the incoming students of the MFA Design and technology at Parsons. Besides teaching, I was chair of the Code instructors and helped develop the curriculum.

Processing and Data Visualization Workshops

I have been teaching workshops on coding and data visualization in companies and design events since 2011: NYC Open Data Meetup, Itaú Unibanco, UOL, SDesign UFES (Design Week), Sodet, Mandacaru Design, Hardy Design, and Editora Abril.

SPEAKING

Data Storytelling NYC

New York, October 2017.

AIGA Fresh Grad 2015

New York, June 2015.

Fresh Grad presents work from 13 graduate students selected among graduate design programs from all over the US. I was invited to talk about my MFA thesis project.

Infographics and DataVis in Journalism

Data Visualization New York Meetup, August 2013

Interactive Narratives: Infographics and Data Visualization

International Institute of Social Sciences, Master of Digital Journalism Program, 2013

Data Visualization in Journalism

World Information Architecture Day, 2012

Data Visualization

Campus Party, 2010

AWARDS

Fast Company Innovation Awards

• UX Finalist, 2016 (*Gatorade Gx Platform*, Smart Design)

The Society for News Design (SND)

• Silver Medal, Magazine Redesign, 2016
• Award of Excellence, Magazine Overall Design, 2011
• Silver Medal, Magazine Feature, 2011
• Judge's Special Recognition, Inside Features Magazine Design, 2010
• Award of Excellence, Inside Features Magazine Page Design, 2010

The Society of Publication Designers (SPD)

• Print Merit Winner, 2016
• Online/Rich Media Merit Winner, 2012

Cannes Lions Shortlist

"Desafio GA"(Alternate Reality Game), shortlisted in the "Media/Use of Mixed Media" category, France, 2008

Esso Journalism Awards

• Graphic Design Finalist, 2011
• Graphic Design Finalist, 2010

Parsons MFA Design & Technology

Graduated with honors, 2015

The President's Scholarship

Parsons The New School for Design, 2013
Full tuition awarded for Master program.

EDUCATION

Master of Fine Arts Design and Technology

Graduated with honors. Parsons The New School for Design, New York, US

BA in Graphic Design

UFES (Espírito Santo Federal University), Brazil

PROFICIENCY

Design

Sketch, Illustrator, inDesign and Photoshop.

Coding

JavaScript, D3, Node.Js, MongoDB, Processing, openFrameworks, Python, and CartoDB.