



Lead product designer, creator of geenes.app

Gianluca Gini

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Experience

Soldo (London, Uk)

Lead product designer (2018-current)

Co-ordinating a team of UI/UX designers, leading the definition and evolution of design guidelines and principles.

Senior UI/UX designer (2015-2018)

Product design, Interaction design, Prototyping

Real Fun Games (London, Uk)

Graphic Designer (2012-2015)

Graphic design & prototyping, Animations

Studio Prodesign (Milan, Italy)

Graphic Designer (2010-2012)

Graphic design, Video production

Education

Executive Master IULM (Milan, Italy)

Digital Entertainment Media & Design
(2009-2010)

B.A. Politecnico di Milano (Milan, Italy)

Communication Design (2006-2009)

High-school diploma IIS Piero della

Francesca (San Donato Mil.se, Italy)

Accounting/Programming (2001-2006)

Tools and Workflow

Figma

Adobe Creative Suite

HTML 5

CSS / Sass

Javascript | jQuery

Vue.js

VS studio

Principle

Godot

Wordpress CM & php (basic)

Not Interested?

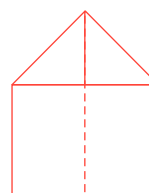
Don't trash me, this resume can still be fun!

Follow the instructions and take-off with a perfectly designed paper plane.

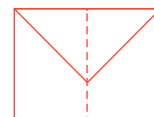
fold in half
lengthwise, in a
portrait orientation



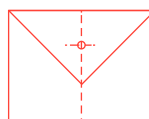
fold the upper
edges to the
centerline



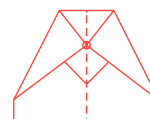
fold the triangle
downwards along its
lower edge



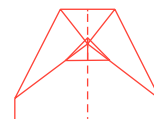
fold the tip of the
triangle up to the
top to locate the
halfway point, then
unfold



fold both upper
corners to the
halfway point



fold the remaining
tab up as far as it
will go. It should
slightly overlap the
previous fold



fold in half the
centerline, with the
tab on the outside



fold a wing such
that the outer edge
is brought colinear
with the plane's
centerline



fold the other wing
in a symmetrical
way

