



# Giuseppe Caruso.

## About me

**A cinema & media engineering student with passion for media and design.**

 [Giuseppe Caruso](#)

 [giuseppe\\_caruso](#)

**Noto (SR), Italy**  
**Turin (TO), Italy**

## Contacts

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## Education

**Master's Degree in Digital Media Engineering.**

*Politecnico di Torino, up to present .*

**Bachelor's Degree in Digital Media Engineering.**

*Politecnico di Torino, 03/21/2024.*

## Work experience

**Video editor / creator ,** *Blank Spaces,*  
*25.07.2025 - 25.02.2026*

**Squadra Corse PoliTo,** *graphic designer,*  
*Communication & Media division leader.*  
*2022-2023*

**Real Estate company,** *photographer and Wordpress*  
*advertisement editor, August - September 2019*

## Language

**Italian,** *native.*

**English, B2 Level** *of Common European Framework*  
*of Reference for Language skills (Cambridge).*

## Skills

### Web developing

HTML, CSS, JS, React.

### App developing

Android Studio, Kotlin, Jetpack Compose.

### Video shooting (camera & drone)

LOG color profiles, manual settings, framing, camera movements.

### Video editing, color grading and animations

Davinci Resolve, Premiere Pro, After Effects

### Photography

RAW shooting, composition...

### Image editing

Capture One, Lightroom, Photoshop.

### Design & Graphics

Figma, Illustrator

### 3D modeling & rendering

Blender, Plasticity.

### 3D Printing

Slicing, printing optimizations, Bambu Studio.

### Audio recording

Microphones settings, audio leveling.

### Audio editing

Audition, Reaper.

### Generative AI

ComfyUI, Veo, Kling...

## Media

[peppecaru00.github.io/portfolio\\_v3](https://peppecaru00.github.io/portfolio_v3)